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# ELECTRONIC GAMING MONTHLY



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July, 1993

Volume 6, Issue 7



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A movie poster for 'Jungle Strike'. The background features a lush jungle with a large tree trunk in the foreground. In the middle ground, a man in a green jumpsuit and blue helmet with goggles is riding a purple motorcycle with a large silver tank. Behind him is a stone pyramid with two large skulls on top. The sky is blue with a bright sun or moon. The title 'JUNGLE STRIKE' is written in large, bold, yellow and red letters. Below the title is a yellow banner with black text. On the right side, there is a red box with yellow text.

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**BPA** CONSUMER  
MAGAZINES

# INSERT COIN

## THE BEAT GOES ON...

Occasionally I like to jump into this column to give everyone a sense of where I see this industry going and update you on the state of the magazine from a perspective that I uniquely enjoy. While big Ed reads himself for the CES and a date with destiny (our main man ties the big knot this month), he's left this page of the mag open for me to fill. It's about four in the morning, so if I start to ramble on or become incoherent just be patient and rest assured that it will come to an end.

Since I started this magazine nearly five not-so-long years ago, both myself and the publication have met with a variety of obstacles and challenges on our way toward becoming the premiere voice for the video game enthusiast. While it has all been a barrel of fun, there are some things that consistently tried to block our ability to bring you the best and most accurate info on new games and game developments before anyone else.

While EGM was started with the best intentions, many things, including competitors and game companies have tried to make our road to success as bumpy as possible. EGM has always managed to bounce back, however, because of the loyal support of readers like you who helped us through the rough times when we were getting started and stuck by us when we weren't the mammoth mag you now hold. We also appreciate the new readers who realize that EGM has the best first. Why else would you read a magazine about video games?

Another important element integral to EGM's growth has been my incredible partnership and friendship with Jeffrey Eisenberg, the T-1000 of advertising sales people. Jeff, along with his corps of Terminators (namely Brandon, Chad and Suzanne), has played an important role in making sure EGM is always better than the other guy.

Speaking of the other guy, I'd also like to extend a special thank-you to Andy, Pat, and Mike for making me work harder, care more, and generally have a better attitude about being number one. I don't know what I'd do without you!

That brings us up to the present and a future I find filled with great excitement. The selection of games and game systems is now destined to grow, giving you even more choices and ultimately better titles to choose from. EGM will continue to expand and change as well, heading into our sixth year and our 50th issue (September). Keep your eyes peeled for our annual upgrade in October and brace yourself for a look that's totally unlike anything you've seen before! Don't forget about HERO ILLUSTRATED either, the hot new mag from the people that bring you this mag. We're already selling over 250,000 copies every month! Be sure to check it out and see what all the excitement is about!

In closing, let me say thank you for your continued support of EGM and the idea behind the magazine. While the rest of our peers take their shots, we let the bullets bounce off and concentrate on what's important: giving you the best info, pictures and package you can find! The best goes on...

Steve Harris  
Publisher

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## NEXT WAVE

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## SPECIAL FEATURE

### TROPICAL ADVENTURES! 106

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## EGM LIFESTYLES

### THE HOTTEST SUMMER ACTION! 164

Catch the dino-scoop on Spielberg's Jurassic Park or speed through summer with the latest outdoor craze, rollerblading!



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ENTERTAINMENT SYSTEM

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## Cookie Chaos for Mario and Yoshi!

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# ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

## FACT-FILES

### SUPER NES TIMES

114

Turn to EGM for the latest on new games for your Super NES! All our favorites are back: a new adventure with the Battletoads in Ragnarok's World; a super slamfest in WWF's Royal Rumble; pigskin at its best with NFL Football; Ripley is at it again in Alien 3. Plus, Zombies Ate My Neighbors, Operation Logic Bomb and Cacoma Knight!

### OUTPOST SEGA

126

We've got all the summer blockbuster hits! Check out Jurassic Park and Instruments of Chaos Starring Young Indiana Jones. Plus, plenty of other great carts to keep you busy for hours: Socket, Pirates! Gold, Summer Challenge and High Seas Havoc. Don't miss the sizzling hot translations of Dracula and Ecco for the Sega CD!

### TEAM DUO

144

Stop the Big Cheese's insidious plans to turn your beach hangout into a nuclear power plant in Camp California! It's great summer fun!

### NINTENDO FORCE

148

An evil wizard has turned you, Prince Junior, into a dragon and has taken your girlfriend. Blow bubbles to get her back in Bubble Bobble 2!

### NEO GEO CHALLENGE

150

The best fighters from around the globe have stepped forth in World Heroes 2 to rid the Earth of the evil aliens Neo Geegus and Dio.

### CLUB GAMEBOY

154

For fast-paced portable excitement, look inside for Nigel Mansell's World Championship Racing and Speedy Gonzales!

### SUPER GEAR

158

Grab your Gear and take two super combat contests on the go with Sega's Streets of Rage 2 and Surf Ninjas!

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# MARIO'S GREATEST

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**Nintendo**

# ADVENTURE YET!



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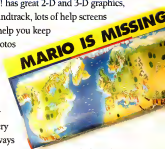
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Keep track of your clues, facts and cities with your fold-up map

## MARIO NEEDS YOU NOW!



Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *It's time for you to be a Mario hero!*



Help Me!



# INTERFACE

## LETTERS TO THE EDITOR

Here is your chance to tell the world what you think about video games, systems, magazines or anything that you think is cool. Spill your guts! If it's newsworthy we'll print it and you'll be famous. Be warned, if your letter is uncivil you might just end up as the psycho of the month! So, start writing and if you are the least bit unsure, draw something on the envelope. Our read center here to look at pretty pictures. Mail your creation to: Interface, Letters to the Editor, c/o Savaris Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

### RANMA STAYS PUT...

I purchased Irem's Street Combat for the Super NES and it's a pretty good game. The characters seem rather weird but the game is enjoyable. I never realized that this game was based on the Japanese animation series Ranma 1/2. Your Interface section in the May issue showed the comparison between the two games and the changes didn't seem too drastic to me. Anyway, my question is will Ranma 1/2 Part II ever come to the U.S. in its original form? It seems like it could be a very fun game!

Jefferson Carter  
Carterville, IL



It's very doubtful that we'll ever see a Ranma 1/2 game come to these shores.

*(Ed. Sorry Jefferson, but there is no way the Ranma 1/2 characters would come out as a game in the U.S. unless licensing agreements could be worked out in Japan. The characters are still very popular in Japan and very few companies recognize the popularity of these Anime and Manga heroes!)*

### THE NAME GAME...

I was wondering why Blanka's name was spelled as 'Branka' in your May 1993 issue. You showed a picture of the barrel bonus stage and his name was misspelled in your SF2 insert. Will this mistake be corrected in the finished cart?

Robert Campbell  
Baton Rouge, LA

I found an obvious mistake in your May issue. I suppose that in your rush to send out your great magazine with news of Street Fighter II that you blew it! The name 'Blanka' was spelled 'Branka'! I knew that sometime you guys would have to make a mistake and I would find it!

Brett Norton  
Kingwood, TX



The Branka name was an unfinished aspect of SF2 for the Genesis.

*(Ed. Guys, guys, guys! Slow down a minute! Remember that Capcom only had an 80% finished copy available. The Branka name was one of those glitches that should be corrected in the final copies!)*

### IS LYNX DOOMED?

I am an owner of the Atari Lynx. I bought the system because of its superior graphics and potential. Last month, I asked a salesman at my local store why there hasn't been any new Lynx titles released in months. He told me that Atari has begun phasing out the Lynx. Whether this is true or not, I feel let down. Ever since Atari lost its corner on the market in the early eighties, they've thrown every new system on the ash heap if it doesn't take off right away. They should stick by their systems with software support and advertising. The Game Gear didn't take off right away but Sega stuck with it and now the Game Gear is a success. Everyone knows that Atari needs some visionaries that are more than just bean counters. Atari's fans and its legacy deserve more than this. Support the Atari Lynx!

Bryant Clouston  
Reno, NV

*(Ed. Well Bryant, the word isn't exactly 'doomed' when referring to the Lynx. Although hardware and software sales have slowed to a near crawl, there are new games in the works for this portable machine. The first game is starring those lovable but brainless Lemmings. Another one in the works is called Gordo 106. There is also a driving game called Battle Wheels that should be on the store shelves now. See Bryant, it's not over yet!)*

# The Best Super NES Game Yet.....Or Ever!



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- Pocky and Rocky play differently



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## ALL IN FAVOR...

I don't understand why nobody agrees with Phil Mushnick. He has a very good point about Madden and NHLPA '93 being extremely violent: "The QB sneak to the hospital!" That is sick! And in NHLPA '93 you can knock your opponent down with a touch of the 'C' button. When are you people going to realize that video games like this are responsible for all the world's problems? And I won't even begin to talk about cartoons! Thanks for your time.

Alex Smythe  
Williamsport, PA

I know you're going to hate me for this, but I agree with Mr. Mushnick. Don't you think the bit about the ambulance is a little too violent? I mean you can't have an ambulance running over a football player! As for the clothesline tackles, those could get kids to use them at, say, football practice at school.

Tim Tervo  
New Castle, PA

In one of your past issues, you stated that no one had written a letter agreeing with Mr. Mushnick. I definitely think video game companies use violence to advertise their products. I went through your magazine and kept track of violent and non-violent games. The violent games outnumbered the non-violent. All this violence gets children used to it and then when it happens in real life, they either think it's funny or simply don't care about it! Personally, great games like Madden '93 don't need violence to sell them.

Eli David Friedman  
East Montpelier, VT

*(Ed. It's good to hear that some players are not completely biased on big issues. What Phil Mushnick said did cause some players to stop and think about where the video game industry is headed. So far, these are the only three letters we received in favor of Mr. Mushnick's ideas. If any more of you feel strongly against violence, don't hesitate to write!)*



## LETTER OF THE MONTH!



Seems as though England can be a bit psycho too! This ad is the result of England's changing law, stating that churches can now advertise on television. The basic idea behind these advertisements is to ask which is a better source of moral values for children, the church or video games. Other ads included Jesus being zapped on the cross with the tagline "Does your child believe that when you die you go to heaven, hell, or level three?" Another is Sonic the Hedgehog touching fingertips with God with the line "Who does your child think is the most powerful force in the universe?"

Does your child want to grow up to be a carpenter or a plumber?

### WIN AN OFFICIAL EGM T-SHIRT!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would find particularly crazy, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your fondness of and psychosis to video games!



### MOM RESPONDS...

I am responding to your request to hear from parents about the violence issue. I am the mother of four children; two girls ages 4 and 5, and two boys ages 11 and 12. Your question was whether, as a parent, I feel children are developing violent attitudes due to video gaming. Consider how extraordinarily violent TV and movies are compared to video games. When put into perspective to what else kids are exposed to daily, video games seem pretty lightweight in the violence department. I have no sympathy for parents who won't put forth the effort to control their children, and then cry because the kids are out of control. If a child has a problem with violence, it isn't from

video games. Parents are the most influential factor in a child's life, and they are the ones who shape a child's personality, values, ethics, and moral reasoning. There is a much deeper problem festering, and blaming video games isn't the solution - or the cause.

Jean A. Gray  
Lagrange, ME

*(Ed. Let's hear it for mom! Just like those who agree with Phil Mushnick, this is the only letter we have received from a parent. C'mon kids, show your parents the April issue and see if they agree with Phil or not. Have them drop us a note stating their opinions. We'd love to hear from them!)*

# TAKE ON THE PROS!

# RBI '93 BASEBALL

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So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for R.B.I. '93... it's the only game in town.

R.B.I. '93



Kirk Gibson



Enjoy classic baseball stadiums with the Game Breaker feature and rosters of every division since 1969.



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## NOT JUST FOR FOOD...

Lately I've been hearing a lot about bar code systems in your magazine. What exactly are these new things? Does the Barcode Battler play games or what? I have never even heard about the Barcode Battler until you printed an article about it in your International Outlook section. Will the Barcode Battler be coming out in North America? It might be worthwhile to check out!

Dave Homenuck  
Ontario, CAN



The Barcode Battler is an interesting way to use all those leftover bar codes.

(Ed. Terry Aki broke the news to us about the upcoming Barcode Battler for the Super Famicom back in the March 1993 issue. While there is no word as to whether or not this version will come to the U.S., there is a portable version that will come to the U.S. from a company called Irwin. While this Barcode Battler is nothing new to Japan (it's been around for two years), Irwin will be releasing a version here. The way it works is really unique! Simply cut out a bar code from nearly any piece of merchandise and tape it to the supplied cards. Then run the card through the unit to create statistics for a role-playing character. The best part is, you don't need to purchase new cartridges every time! Keep hunting down bar codes and make a whole army of characters. There are no graphics on the portable version, just LCD letters and numbers, but it's great fun when two players pit their most powerful characters against each other. It's currently available in major cities at a retail price of \$54.99.)

## EGM ENVELOPE ART!

All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing.

SEND ALL ART TO: Interface Letters to the Editor, 1920 Highland Ave., Suite 222, Lombard IL, 60148.

Note: Only 4 x 9 1/2" or smaller envelopes will be allowed! Put your name on the back of the envelope.

### FIRST PRIZE!



Drew Gould, Lafayette, IN



Paul Harmon, Sacramento, CA



Lora Lee Jessome, Nova Scotia, CAN



Drew King, St. Albans, WV



Simon Mauer, Washington Crossing, PA



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Mike Staples  
Brentree, MA

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# REVIEW CREW

## STEVE HARRIS



Now that he's a "HERO," the boss man is going to relax awhile and hope he doesn't get bit by his new Viper!

**Current Favorite Games:** SF2 TE; Jurassic Park

## ED SEMRAD



Our poor editor seems to have a bad case of jetlag or maybe he's just getting nervous about his big day!

**Current Favorite Games:** SF2 TE; Clay Fighter.

## MARTIN ALESSI



Martin's getting ready for CES by previewing a bunch of hot carts like Clay Fighter and Cool Spot for Super NES!

**Current Favorite Games:** Starfox; SF2 TE; ZAMN.

## SUSHI - X



The masked mystery couldn't be happier with SF2 Turbo for Super NES.

World Heroes 2 has got his attention too!

**Current Favorite Games:** SF2 TE; World Heroes 2

Super NES

Natsume

## Pocky & Rocky

Action

Now

6 Levels

8 Meg



Goblin got your tongue? Or rather your land? Never fear, Pocky & Rocky are here, courtesy of the brains at Natsume. Grimy goblins have consumed Pocky's homeland and she has teamed up with her trusty raccoon friend Rocky to rid the place of these meanies.

Choose to play as either character or as both in the two-player mode. Pocky uses a Magic Stick and lethal playing cards to wipe out enemies. Precious leaves serve as Rocky's main weapon and he can turn to stone pre-attack. Utilize your protective shields and a dog to insure safety. Collect magic items to sustain you! Rebel rodent power!

**S** Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time. It's great to have characters that can actually defend themselves against attacking shots! The two-player mode is also a huge plus - especially in the way you can use your partner as a weapon! Great one Natsume!

**M** This is a great looking, great playing game. The graphics are detailed and have an extremely Japanese look to them. The music is exceptional with plenty of sound effects. The game play is where this cart really shines. Two-player action and tons of techniques like defending yourself make this cart a must-have.

**P** Pocky and Rocky is a great game. First of all, the ability to protect yourself from attacking enemies is a great feature that should be used in most games. The graphics are incredible, you see the least with great attention to detail. The music has a nice Japanese flair to it, too. Definitely one of the best co-op games!

**S** Pocky and Rocky is not only a catchy name, it's a great game. The ability to repel enemy fire with a push of a button adds to the strategy of the game. Unlike most other shooters, this cart has that feature, along with a vertical AND horizontally scrolling battlefield! The bosses are huge, but it needs more firepower.

# GAME OF THE MONTH



# Dungeon Master™

Lord Chaos is wreaking havoc on the world around you. Only the Firestaff can defeat this horrendous evil. Do you possess the discipline to focus your energy entirely on this ultimate goal? Is your eye keen enough to find hidden levers and treasures in the slime-covered walls of this dark, dank dungeon? Can you solve the puzzles necessary to unlock the unseen doors to hidden rooms?

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# THEY

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Sega™ are incoming, so keep your eyes open. And your head low.

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Hot-B has got you hook, line and sinker with their new hit Super Black Bass for the Super NES. Seek out the elusive Black Bass with the most poundage to win. This total fishing cart features informational tips about weather, stats, techniques and tournament standings. Pick your spot on the water and cast away! Be careful, for your lure could get stuck in the weeds and there are only a few lures at your disposal. Real 'em in!

Despite a rather repellent title, Super Black Bass is a rather engaging game. Some skill is required in terms of knowing which lure to select, how far to cast, etc., with the cast presented in flawless Mode 7 scaling. The sounds, including the crashing of the waves, is atmospheric as well. Fishing fans should pick it up.

As a fan of the original Black Bass, I had high hopes for this sequel and I don't feel let down. The graphics are very nicely done and the use of Mode 7 reals you in. The music is a nice touch and the sound effects make it seem like you're there. The realism is well presented well but it takes practice to catch a good-sized fish.

There are not too many games in this category to compete with but Super Black Bass does a good job of bringing the sport of fishing to the video game scene. The graphics are nicely done and there's lots of Mode 7 effects when you cast. The sounds are digitized and help add to the realism. A relaxing cart for fishing buffs.

Just when you thought it was safe to put away your tackle box, Super Black Bass is here! Fishing is a great sport for all those patient folks out there, and Super Black Bass is no exception. You will need to use your brains and brawn to pull in the prize catch of the day this time! This could be the last of its kind.



Are you Tuff E Nuff for this hot new fighting cart from Jaleco for the Super NES? After THE final war on Earth, Jade the "Fighting King" has sent out a call to anyone who is brave enough to take him on in an all-out street fighting blow-out!

Master your skills in the CPU mode, take on the "King" and his henchmen, or grab a friend for grueling two-player action. Watch your slaughterer again in the Replay mode.

Jaleco is getting better and better all the time! Following the surprise hit Brawl Brothers, here is another fighting game more in the vein of Street Fighter 2. The different options such as fighting a wide variety of opponents or one-on-one against a friend are welcome. A must-have for fighting fans of all ages!

With the slew of fighting games now coming out, Tuff E Nuff ranks pretty high in my book. The moves are nothing really spectacular but the feel of the game is good. The music in particular is decent but the sound effects seem muffled. It's another good fighting game that must join the growing ranks of this genre.

This is one of the better SF2 clones that I've seen. The graphics are excellent with plenty of animation. The game play is very good, and the response is near perfect. The cart offers a variety of modes of play and plenty of special moves. The major drawback is how easy it is to finish and the fact that there's only 4 characters.

R U Tuff E Nuff? Probably. While not the greatest challenge, Tuff E Nuff is a good game, but it needs more variety. You can effectively control three characters (two of the four are exactly the same), with a limited number of attacks. The action is slow, which makes me wonder why they put in a cool slow-motion replay feature.



Go down for the count with WWF Royal Rumble by those master-minds at LJN for your Super NES.

Assume the role of any one of twelve "classic" WWF characters. Go head-to-head in the one-on-one mode, try a tag team, triple tag team, or a Royal Rumble - a nerve-racking fight to the end. Wear them down in the ring or knock out the ref and get illegal outside the ring - flying chairs galore! Head's up!

Wrestling games are really not my cup of tea but I must give credit where credit is due! The graphics, sounds and play control are very well executed, and the brawls outside the ring are a riot - especially the ones with the folding chair you can use to bash opponents! The tag-team feature is also a novel idea.

I'm not a big fan of the WWF but this game may just change that. There are plenty of wrestlers to use, each with their special attacks. What I really like is the ability to climb out of the ring and bash your opponent with the chair. The game is best with two players but the long-term value doesn't seem very high.

This cart is a big improvement over the first. The graphics are much better and the animation is great. There are tons of special moves and the action gets really intense. There can be 5 or 7 wrestlers in the ring at a time and no slowdown! The game is very fun with another player, but on its own it seems to lose its appeal.

Ouch! WWF can really crack some skulls! This is, without a doubt, the best wrestling game for the Super NES to date. All my favorite wrestlers are here, each with their own special signature moves. The interface needs a little tightening up, but it's decent. Sure, pro wrestling may not be real, but it sure is fun!



Tennis, love? Tengen's Davis Cup for the Genesis is packed full of power slams. Hit the clay, grass, hard, or indoor courts ready for the thrill of pro-tour tennis! Select training mode, singles, doubles or tournament modes. Set the difficulty to suit your skills: beginner, amateur or professional. Replay some of your great shots, and fight with the Chair on some of those not so great shots! Take a friend to court!!!

Getting the feel and intensity of a real tennis match into a video game isn't the easiest task in the world, but Davis Cup does a pretty good job of conveying it. The best thing about the game is the shifting perspective, but the control is difficult to master with computer opponents who are awfully good at times. A nice try.

Alright, so Davis Cup Tennis doesn't boast the best graphics, but turn up the volume because these sounds are the most realistic I've heard from a tennis game! There are plenty of game modes for every player's skill level. Master the basics and the game becomes a blast! A good, solid tennis game.

This is one of the better tennis games for the Genesis. The game looks pretty good and there are tons of options to choose from. The sound effects are also very well done. The game play is good, but kind of hard to follow when playing in the background in the two-player mode. Still a decent playing tennis game in my book.

Davis Cup Tennis is an excellent cart for those of us who really get into the game. Tennis is one of those sports that is hard to simulate, but Davis Cup Tennis does a good job. It doesn't have everything I'd like to see in a tennis game, but it's a worthwhile effort. If you like to go for the slam on THIS court, check it out.



The Madman's son is back! He's making an appearance on the Genesis in Desert Strike. You are a helicopter pilot with a hand-picked crew of four, and the fate of the U.S.A. is resting on your shoulders.

There are nine missions that must be completed in issued order to win the game. Follow your mission objectives: protect monuments, neutralize car bombs and rescue captives. Initialize military operations!

I really liked Desert Strike, so this game surprised me! Fans of Desert will absolutely love this game! Backed with 16-Megs, Jungle Strike has huge levels, and plenty of missions to keep the gamer entertained for hours! The addition of the three new attack weapons is a huge plus! A great game for the Genesis!

Now this is how a sequel should be! Jungle Strike has everything Desert Strike had and more. More targets, more vehicles, and more missions! Speaking of missions, they're huge! The best part is that you're not limited to just a helicopter. The hovercraft, motorcycle, and stealth fighter are perfect additions.

A definite improvement over the original. The game play is far better with more control and more variety. The addition of new vehicles is awesome. The graphics are much smoother and detailed. The sound effects are also improved. The levels are huge and challenging and the storylines for the missions are cool.

I liked Desert Strike, and I really like Jungle Strike! This sequel has a lot of ground to cover, with tons of targets to obliterate! Let's face it, there's nothing quite so fun as blowing up a dictator's dream of world conquest so right off the bat I like this game! It gets a little repetitive, but the action is right on!



Prepare your Sega CD for the Ninja Warriors by Taito. This non-stop action CD is sure to raise a few hairs on the back of your neck.

After a military operation takes over the Capitol, the Resistance movement strikes back with two android ninjas. Combat many cyborgs and human enemies. Monitor your endoskeleton, as it will shed after many hits. Confront a tank boss on level two! Go ninja-droids!

What happened to this game? It's a cool concept, but that goes lost with the poor control and lame moves slowly showing your mechanical side with more hits is decent, but this looks and plays almost like 8-Bit. The sound effects are also in need of therapy—the constant "Waaaaa!" of slain opponents is annoying.

The arcade edition of Ninja Warriors was enjoyable in the arcade, and this version is no different. Although the action is a bit spartan at first, the later levels really keep you going. Also, if you loved the music from the arcade, this game has the exact same music. The Sega CD is a bit easy but not enough to discourage players.

This is a disappointment. The arcade version was a great game, but this translation is lacking in graphics, game play, and control. About the only thing intact is the soundtrack and even that seems to be tampered with. The game just doesn't represent what the Sega CD can do and fans of the coin-op will be disappointed.

Okay, here's the deal. Ninja Warriors made it in the arcade thanks to the long playfield and the sharp graphics. The action was not very exciting. The same is true on the Sega CD. The graphics are not up to par with the ancient arcade machine, and no effort was made to improve on the bad sound effects. It's ok.



Sorry Charlie, you won't find any Ecco in your can of tuna! Because he's making an appearance on the Sega CD via the folks at Sega!

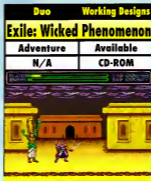
Aid our finned friend in his deep sea search for his family. Communicate with other sea-going creatures by long range sonar, for they have clues. Don't forget that dolphins breathe air, so you must surface often. Also, eat fish to restore your life. Green Peacocks rejoice!

Ecco is a great game, that much is law, but moving it to CD-ROM made it much better. That's because the only things new with this version are the music and the sound effects. Other than that it is identical to the Genesis version. So much for CD technology, pushed to the edge. A great game, just not very new this time.

Ecco is still one of my favorite carts for the Genesis. Although Ecco CD offers nothing new in terms of graphics or levels, the CD music alone lifts the game a high score. The sound effects, like when Ecco leaps from the water, do sound more realistic than the cart. It's the same game with a whole new feel!

The game is basically the same as the cartridge with the addition of CD-quality music and sound effects. The backgrounds and creatures are all really detailed and the game play is very good. There is really nothing new but that's not bad. A great game for those who own the Sega CD and don't have Ecco on cart.

Ecco CD is yet another fine example of a waste of resources on Sega's part. Why bother making a CD version of a quality cart like Ecco? The game isn't really any different other than the music, so if you already own the cartridge version, don't waste your hard-earned money. The Sega CD needs original titles badly!



Exile: Wicked Phenomenon is the latest RPG from Working Designs for the Duo.

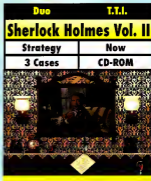
Enter the world of the Templar Knights and their leader Sadler. Journey through a land beset by a horrible curse that causes people to go mad and monsters to roam the land. Duel with evil creatures and solve the mysteries of the curse to free your people from the devastating effects they've endured.

As a fan of the original Exile, this game was not going to disappoint. It sure didn't. However, it was just more of the same - almost exactly like the first one. The cinematics and voices were very well done, the problem is the game became too tiresome too quickly. This is a great disc for someone just buying a Duo.

What's this? A Duo game without the poorly acted voices. Anyway, Wicked Phenomenon is another great blend of action and role playing! The action scenes are weak at first but the enemies keep coming. The music is fabulous and really sets the mood. If you're looking for something new, this is a must-see!

This game is an improvement over its predecessor. The graphics are better and the cinematics look really good. The music and sounds are good and the actors' voices are actually good. The game play has more variety and choosing the different fighters is great. The quest is long but seems kind of simplistic.

I loathe to say it, but Exile: Wicked Phenomenon is yet another good RPG for the Duo system. Why aren't more games like this available for other systems? The music is good, and the quest is an excellent addition to any RPG gamer's collection. It may not be spectacular, but in comparison, it's the best so far this year.



Elementary, dear Watson...I think not. Sherlock Holmes Vol. II is snooping around the Duo, compliments of T.T.I. Join Sherlock and Dr. Watson in their quest to solve three mystery cases: the Two Lions, the Pilfered Paintings and the Murdered Munitions. Check out the investigation icons, and select the case you wish to solve first from the Casebook icon. Make sure to win in court or look like a super goof!

I really hate these types of games - they bore me to tears, and once you finish them, there is hardly any reason to play it again! Sherlock Holmes Vol. II is like that! Don't expect anything but powered here, it isn't a fast-action game. If you like these mysteries, and are a fan of the big S, this game is sure to please. Others beware.

Although these games are nothing new, the Sherlock series never failed to interest me. The mysteries were always a challenge and these new three games are no exception. The voices are done very well and there's plenty of people to interact with. Once you finish the cases, however, there's not much else to do.

If you liked the first one, you'll probably like this sequel. The graphics haven't improved much and that seems to be a shortcoming. The mysteries are very interesting and there's a lot to the game play. I just can't see playing this disc ever again after completing the game. Needs more cases to stay interesting.

This sequel is long overdue in the minds of many Duo players. Naturally, the mysteries are pure gold. It's hard to downplay the legend of Sherlock Holmes. If I must say anything bad about this game, it's that the lag time is slow, and after you finish the three cases, what else is there? All you can do is try to get a faster finish.

# Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and Imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



HUDSON SOFT

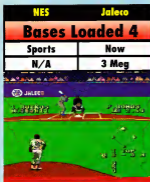
Hudson Soft USA, Inc.  
400 Oyster Point Blvd., Suite 315  
South San Francisco, CA 94080

LICENSED BY

Nintendo

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Jaleco presents a shining diamond in the dirt for the NES. More baseball! The summer has just begun and it's time to get your starting lineup completed.

Pick one of twelve teams in two conferences. Access the change-player menu to polish your lineup. Watch the computer play itself, jump right in alone, or play with a friend. Test the team in an exhibition game then head for the pennant! It's a hit!

OK. The game has great voices with "strike" and other words perfectly intelligible. Wow. A breakthrough for NES. But Bases Loaded 4 is just plain boring! The graphics are solid and don't break up. Playing against the computer is frustrating - it's awfully good, but doesn't make for a fair challenge, or a good game.

Bases Loaded 4 isn't a terrible game. It's got some of the best voices heard on the NES in a while. The multiple field perspectives are also nice to look at. However, the game plays like a bore and it can be difficult to even hit the ball. The game has detailed stats and such, but it's not the most action-packed title around.

The great American pastime just isn't that exciting on the old platform. The graphics are OK and the sounds are bearable, but there's just not enough here to keep my attention. The game plays like mediocre at best and the teams aren't even official. If you only own a NES and baseball's your game, then you may want to check it out.

To be honest, these baseball titles are getting boring. Truly, Bases Loaded 4 is a great new baseball title for Jaleco, but it isn't innovative enough to be considered a must-have. If you're one of those baseball junkies who must have the updated stats and teams, this is a good game to check out. If not, save your money.



Get psyched for the fighting event of the season in World Heroes 2 by Alpha for the Neo-Geo! Six new competitors, each with grueling backgrounds, are gearing up for the fight of a lifetime, literally!

Jump into a death match strewn with spikes and blades. If you live through that massacre, take on the fearless bosses who will brawl until one of you is pulp. The victor will be the World Hero! No pain, no gain.

Neo continues to astound! This is a great fighting game with enough fighters to keep one's interest. My favorite is the witch doctor, Mudecat. The Death Match mode is very impressive! This game will occupy two players for days with just its action. Some characters are hard to control, but at least you have a choice!

Wow! The first World Heroes was a good game but this one is a pale by comparison. Fourteen characters to play as really keeps the interest level high for a long time. The music is very well done but the voices are difficult to decipher. Lots of combo moves to master and hilarious characters add up to a great time!

I do like the sequel better than the original. The graphics are, of course, incredible. The choice of 14 characters is also an added welcome. The game play has been improved and the moves are all very easy to perform. The death matches are my favorite because of the tug of war type energy meter. Great fun for two players!

This game is an excellent example of a job well done. World Heroes 2 has a much better interface than the first game, and the action has more variety with the addition of the new characters. In fact, some of these characters are enough to make you laugh! Myman tops my list as most humorous new character this year.



Beam me up, Picard? Take a ride on this new simulator from Absolute for the GameBoy.

Join the crew of the Enterprise: Lt. Cmdr. Data, Lt. Wolf, and the rest of the team, on missions for Captain Picard. You will be in total control of the massive star cruiser and will engage enemies en route to your destinations. Combine photon missiles and lasers to repel foes. Time is crucial. Ahead, Warp 9!

This is a game that screams for a bigger platform - like 16-Bit! This is a very involving simulator, covering almost every crew member from the ship, but sadly the effects like warping and dogfights just can't be effectively done on this system. Fans of the show may disagree, but this game is too big for the GameBoy.

Make it so. Star Trek is an enjoyable game from beginning to end. Every aspect of ship control is under your command. The detailed views of the Enterprise look good even on the GameBoy! Interacting with the crew is great, too. The only complaint is that the screen blurs too much at high warp speeds. Engage!

I'm not a Trekkie, but I think fans of the show will be disappointed by this cart. Most of the familiar characters are here and you can control a lot of different aspects of the crew members. The action is very dull, however, and the space scenes just don't work on the tiny screen. It simply looks like a bunch of tiny blurs.

Every Trekkie from here to Singapore will be jumping for joy with this game. As the Captain you get a lot of control over your crew. I like that. The fight simulation scenes are hard to follow on the GameBoy's archaic screen, but it looks fine on a WideBoy. All in all, it's a good game with plenty to offer.

TWO POWERFUL BROTHERS,  
TWO DEADLY ARMIES,  
ONE SURVIVOR.

# VASTEEL

1 OR 2 PLAYERS!  
ARCADE ACTION!  
INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.

TURBO-CD, THAT IS.



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# EVIL. DANGER.



TALK  
ABOUT  
CRASHING  
SOMEONE'S

PARTY. YOU'VE JUST COME HOME TO FIND THAT SEVEN OF THE MOST RUTHLESS, GRAPHICALLY INTENSE CD BOSSES HAVE MADE THEMSELVES AT HOME IN YOUR HOMETLAND. KICKING THEM OUT OF YOUR COUNTRY MEANS CONQUERING SEVEN LEVELS OF KNOCK DOWN, DRAG OUT DESTRUCTION. ALL TO THE KILLER SOUNDS OF A 19 TRACK, HARD ROCK CD SOUNDTRACK.

TO HELP YOU IN CLEANING UP YOUR HOMETLAND, EIGHT DIFFERENT VARIATIONS OF OFFENSIVE ARMOR ARE AT YOUR DISPOSAL. AND LORDS OF THUNDER OFFERS THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY EGM. AND WHY GAMEPRO GAVE IT A PERFECT RATING. THEN GET READY TO ROCK BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.



# WELCOM LAN



DEATH.  
CHAOS.

E HOME  
DIS.

**DUO**<sup>TM</sup>

LEADING THE CD REVOLUTION.



It's Rash against the world in Battletoads in Ragnarok's World by Tradewest for the GameBoy. His friends were taken hostage by the gnarly Dark Queen and her gurus. You must rely on Rash's fighting skills for survival. Grab 1-Ups when you can and smash the walker for the extra leg. Beware of the crazed Psycho Pigs! They're the Dark Queen's pawns. Prof. T. Bird gives you inspirational tips. Toad power!

Yes! I love Battletoads, and this is the best portable version so far! This is identical to the 8-Bit version down to every detail! The story is different and has been altered to accommodate the player (you play as Rash), but the no-player mode is the only thing that is missing! A bit slow, but still packs a punch! Move to this!

The toads are back! This new adventure is a blast to play! All those famous punches and kicks really add humor to a side-scrolling game. The humor isn't too shabby either. Although the concept is really nothing new, playing Battletoads is a fun game while on the go. The speed of the game is incredible!

This game plays almost exactly like the NES and Genesis versions. The graphics are good for a GameBoy and the sounds are cool in stereo. The game play and control are faithfully reproduced and the fun never seems to stop. The screen blurs a little in some scenes but not enough to distract from the game.

Battletoads are everywhere! After an impressive showing on the Super NES, it's a little hard to play this version, but it's worth a look. Same cast, different plot. The animation is good and the screen is somewhat tolerable. If you must pick up a new GameBoy this year, you may want to pick up this one.



Not content with "stay put" systems, the gang from Streets of Rage 2 by Sega hits Game Gear with a big crash! Play as Sammy, Axel or Blaze (no Max this time) for six levels of intense brawlin' action!

Most of the moves are the same, with familiar bosses and other various street scum you must wipe the streets clean of! All this done to save the life of a friend who has been kidnapped! Can you hack it?

This will change your perception of fighting games made for the portable systems! Streets of Rage 2 has everything - great sound, easily-executed moves, all the while staying fairly close to the 16-Bit version. The absence of Max is unfortunate, but the brawling skills of Axel, Sammy and Blaze make up for it with a bang!

Terrific! Everything about Streets of Rage 2 spells fun! The characters may appear a bit too small, but that seems like nothing once you see how well the game plays! The music is some of the best I've heard on the Game Gear in a while. If you're looking for a great portable action game, Streets of Rage 2 is it!

I was really surprised by how good this cart came out. The tiny 8G screen duplicates the action of the Genesis version very well. The moves are all intact, except of course for Max, whom you can't choose. The graphics are detailed and colorful and the music is a good attempt at duplicating Yuzo's tunes in 8-Bit.

What can I say? If I ever had to keep busy on a long road trip, this is the game I'd want to bring with me. The action is great, the colors are vibrant, and it plays really well for a portable game. Streets of Rage 2 has everything you need for portable entertainment. The reasons for buying a Game Gear are really piling up this year!



Surf Ninjas by Sega for the Game Gear isn't a California dreaming cart. These ninjas are serious. The dominant Colonel Chi has wiped out your father. You and your brother Zach must avenge your father's death.

Battle through six levels of lethal enemies. While you are fighting for your life, wild life will try to attack you! Rely on Zach when you're in a bind or get to Adam Hint, for he will give you helpful hints. Surf's up!

Sega probably didn't do this game any favors with its very misleading title (I still don't know exactly what it means), because it is a very good fighting game, and I'd like to see it on 16-Bit! The levels are absolutely huge and provide many challenges and dangers. The bosses are radical. This deserves a close look!

While not exactly the best out there, Surf Ninjas does have some serious arcade action. The level backgrounds are nicely done with plenty of enemies to strike at. There are loads of hidden items to locate, too. Since it is based on an upcoming movie, that should really stimulate sales. Surf Ninjas is worth a look.

This cart is slightly less exciting than Streets of Rage 2, but very good nonetheless. The graphics are decent and the levels are huge and packed with action. The game play is good, but a bit on the simple side. For a portable game this cart really provides a challenge, especially when you reach the end level bosses.

I don't know what it is, but something about Surf Ninjas reminds me of a bad B movie. As far as the game itself, it's really not that bad, but I miss the plot less than interesting. Maybe with a cosmetic makeover, Surf Ninjas will appeal to a wider range of fans. Otherwise, it's a decent game with potential.

**INCREDIBLE INTERCEPTION.**



# TOO BAD HIS FOOT



"THE WILDEST, GORIEST FOOTBALL GAME EVER! IF THE TACKLES DON'T KNOCK YOU TO PIECES THE LAND MINES WILL!" - EGM



Slide the ref some dough to pick up a few extra yards against your opponent: you never know what he'll call.



Cheese from ever 50 plays, from Deathbeats to Blitzkrieg, or call a nasty scuffle when the game is on the line.



Looks like Me and Spew Fake shoved another poor sap into a flaming pit. Cheese your nightmare: blood-crazed troll hoxmas or hellfire flaming gits.

# WAS OUT OF BOUNDS.



"FROM BRIBING THE REF TO SIDESTEPPING FIRE PITS, THIS IS ONE OF THE FUNNIEST, MOST OUTRAGEOUS GAMES EVER!" - GAMEPRO

## MUTANT LEAGUE™ FOOTBALL

GET MUTANT LEAGUE FOOTBALL FOR YOUR GENESIS. JUST CALL  
800-345-4525 ANYTIME OR STOP BY YOUR LOCAL RETAILER.

Actual screens from Sega Genesis version. Mutant League™ Football is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd.



ELECTRONIC ARTS®



90¢ for the first minute, 70¢ for each additional minute. If you are under 18, be sure to get your parents' permission before calling. Hotline requires touchtone telephone. Message subject to change without notice.



# ELECTRONIC GAMING MONTHLY

## NINTENDO

### Mighty Final Fight

Fighting    Capcom



### Mario is Missing

Edutainment    Mindscape



### Cool World

Action    Ocean

### Jurassic Park

Action    Ocean



### Pugsley's Scavenger Hunt

Action    Ocean

### Bubble Bobble 2

Action    Taito



## SUPERNES

### TZ: Judgment Day

Action    Acclaim

### Final Fight 2

Fighting    Capcom



### B.O.B.

Action    Electronic Arts



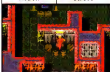
### Rock & Roll Racing

Racing    Interplay



### Operation: Logic Bomb

Action    Jaleco



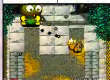
## Tuff E Nuff

Fighting    Jaleco



### Pocky & Rocky

Action    Natsume



### Kendo Rage

Action    Seta



### Blues Brothers

Action    Titus

### Super 2020 Baseball

Sports    Tradewest



## GENESIS

### Toys

Action    Absolute



### TZ: Judgment Day

Action    Acclaim



### Bart's Nightmare

Action    Acclaim

### Spider-Man/X-Men

Action    Acclaim

### Baby

Action    Accolade

### Dizzy

Action    Camerica

### Micro Machines

Action    Camerica

### B.O.B.

Action    Electronic Arts

### Jungle Strike

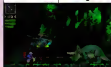
Action    Electronic Arts



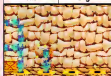
# PRESENTS THE GAMES OF JULY 1993... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:  
The information below was supplied by each of the individual companies, and  
is current as of May 15, 1993.

<b>Pirates! Gold</b>	
Action	Microprose
<b>F-15-2</b>	
Action	Microprose
<b>Jurassic Park</b>	
Action	Sega



<b>Young Indiana Jones</b>	
Action	Sega



<b>Davis Cup Tennis</b>	
Sports	Tengen



<b>MIG-29</b>	
Simulator	Tengen



<b>Race Drivin'</b>	
Action	Tengen
<b>Populous 2</b>	
Action	Virgin
<b>Indiana Jones/Fate of Atlantis-CD</b>	
Action	Jue



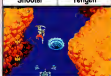
<b>Monkey Island-CD</b>	
Action	Jue

<b>Power Modeler-CD</b>	
Action	Revel

<b>Back Road Racers-CD</b>	
Action	Revel

<b>Dark Wizard-CD</b>	
Action	Sega

<b>Robo Rumble-CD</b>	
Shooter	Tengen



<b>Duke-CD</b>	
Action	Virgin

<b>Cool Spot-CD</b>	
Action	Virgin

<b>GAMEBOY</b>	
<b>Spider-Man 3</b>	
Action	Acclaim



<b>Tom &amp; Jerry</b>	
Action	Hi-Tech.
<b>Goal</b>	
Sports	Jaleco
<b>Speedy Gonzales</b>	
Action	Sunsoft



<b>Bubble Bobble 2</b>	
Action	Taito

<b>Titus the Fox</b>	
Action	Titus

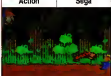
<b>Alli Boxing</b>	
Action	Virgin

<b>GAME GEAR</b>	
------------------	--

<b>TZ: Judgment Day</b>	
Action	Acclaim

<b>Streets of Rage 2</b>	
Action	Sega

<b>Surf Ninjas</b>	
Action	Sega

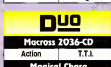


<b>Tom &amp; Jerry</b>	
Action	Sega

<b>X-Men</b>	
Action	Sega



<b>Paperboy 2</b>	
Action	Tengen
<b>Soccer</b>	
Sports	Tengen
<b>Global Gladiators</b>	
Action	Virgin



<b>DUO</b>	
<b>Macross 2036-CD</b>	
Action	T.T.I.

<b>Magical Chase</b>	
Shooter	T.T.I.

<b>Camp California-CD</b>	
Action	TTI



<b>Exile: Wicked Phenomenon-CD</b>	
Action	Working Designs



<b>NEO GEO</b>	
<b>Art of Fighting 2</b>	
Fighting	SNK



<b>LYNX</b>	
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During this month, no new games will  
coming out for the Lynx system.

**I OPENED THE BOX AND A  
FIGHT BROKE OUT.**





So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for

my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start **shredding** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now **I'm in control of this game.**

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!



**SUPER SLAP SHOT™** Bust one open.



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Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc.

# EGM'S TOP TENS

NINTENDO			
1	8 MONTHS	-	TECMO, TECMO NBA BASKETBALL
2	1 MONTH	-	NINTENDO, YOSHI'S COOKIE
3	7 MONTHS	▽	ENIX, DRAGON WARRIOR IV
4	1 MONTH	-	KONAMI, TINY TOON ADVENTURES 2
5	10 MONTHS	Δ	KONAMI, TMNT: THE MOVIE/TMNT PROJECT
6	10 MONTHS	Δ	NINTENDO, SUPER MARIO BROS. 3
7	5 MONTHS	▽	TECMO, TECMO SUPER BOWL
8	5 MONTHS	Δ	NINTENDO, DR. MARIO
9	5 MONTHS	▽	NINTENDO, SUPER MARIO BROS. 2
10	10 MONTHS	▽	NINTENDO, TETRIS

SUPERNESE			
1	2 MONTHS	-	NINTENDO, STARFOX
2	1 MONTH	-	KONAMI, BATMAN RETURNS
3	1 MONTH	-	TRIKER, PATRIAL FURY
4	10 MONTHS	▽	CAPCOM, STREET FIGHTER 2
5	2 MONTHS	▽	TECMO, TECMO NBA BASKETBALL
6	5 MONTHS	▽	NINTENDO, SUPER MARIO KART
7	4 MONTHS	▽	JVC, SUPER STAR WARS
8	1 MONTH	-	VIC TOKRI, SUPER CONFLICT
9	3 MONTHS	▽	KONAMI, TINY TOON ADVENTURES
10	1 MONTH	-	KONAMI, CYBERNATOR

GENESIS			
1	2 MONTHS	-	SEGA, X-MEN
2	1 MONTH	-	ELECTRONIC ARTS, BULLS VS. BLAZERS
3	2 MONTHS	▽	ELECTRONIC ARTS, TONY LA RussA BASEBALL
4	1 MONTH	-	TENDEN, FBI BASEBALL '93
5	2 MONTHS	Δ	ACCOLADE, HARDBALL III
6	2 MONTHS	▽	TRIKER, PATRIAL FURY
7	2 MONTHS	▽	US GOLD, FLASHBACK
8	1 MONTH	-	SEGA, COOL SPOT
9	4 MONTHS	Δ	ELECTRONIC ARTS, ROAD RASH II
10	3 MONTHS	▽	ELECTRONIC ARTS, PGA TOUR GOLF II

SEGA CD			
1	1 MONTH	-	JVC, JAGUAR KJ220
2	4 MONTHS	-	RENOVATION, ROAD AVENGER
3	2 MONTHS	▽	SIERRA, THE ADVENTURES OF WILLY BEARISH
4	1 MONTH	-	SEGA, AFTER BURNER III
5	4 MONTHS	▽	SEGA, NIGHT TRAP
6	4 MONTHS	▽	SONY IMAGESOFT, SEWER SHARK
7	4 MONTHS	▽	SEGA, COBRA COMMAND
8	4 MONTHS	▽	SONY IMAGESOFT, HOOK
9	4 MONTHS	▽	SIGNET, SLACK HOLE ASSAULT
10	3 MONTHS	▽	JVC, WONDER DOD

GAMEBOY			
1	6 MONTHS	-	NINTENDO, SUPER MARIO LAND 2
2	9 MONTHS	Δ	NINTENDO, KIRBY'S DREAM LAND
3	1 MONTH	-	NINTENDO, YOSHI'S COOKIE
4	10 MONTHS	▽	NINTENDO, SUPER MARIO LAND
5	2 MONTHS	Δ	NINTENDO, TETRIS
6	6 MONTHS	▽	LJN, NBA ALL STAR CHALLENGE 2
7	10 MONTHS	▽	NINTENDO, YOSHI
8	5 MONTHS	-	NINTENDO, GOLF
9	3 MONTHS	Δ	KONAMI, TINY TOON ADVENTURES
10	1 MONTH	-	NINTENDO, BASEBALL

GAME GEAR			
1	5 MONTHS	-	SEGA, SONIC THE HEDGEHOG 2
2	4 MONTHS	-	SEGA, TRZ-MANIA
3	4 MONTHS	-	SEGA, STREETS OF ARGE
4	1 MONTH	-	SEGA, LAND OF ILLUSION
5	1 MONTH	-	US GOLD, OUTRUN EUROPA
6	1 MONTH	-	SEGA, VAMPIRE, MASTER OF DARKNESS
7	1 MONTH	-	TENDEN, PRINCE OF PERSIA
8	1 MONTH	-	SEGA, DEFENDERS OF THE ORSIS
9	5 MONTHS	▽	SEGA, THE NINJAS: PRO BASEBALL
10	2 MONTHS	▽	FLYING EDGE, ARCH RIVALS

**Babbage's**  
America's Software Headquarters

The information below is provided  
by Babbage's and is current as of  
May 17, 1993.

# STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lancers. Pursue every lead.

Track them to the furthest corners of the galaxy. But yo' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.

Perched in the central room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

**ACTIVISION**

## TOP TEN DAMSELS IN DISTRESS

You can't live with 'em, but here are some women you definitely can't live without! So much so we are willing to endure anything to get the girl back and make the person who kidnapped her pay big time! Here are ten babes that take a real man to get back - one requiring you to do the game twice!



### GUINEVERE

Do Super Ghouls 'N Ghosts twice to get her back!



### JENNIFER

Rescue her in the bloodiest entry yet - Splatterhouse 3!



### MICHIKO TASHOKU

Battlemaniacs to the rescue! Can Rash and Pimple do it?



### PRINCESS TOADSTOOL

Bowser has nabbed her again in Super Mario World!



### KITTY

Felix the cat's babe is in peril! Use that magic bag!



### ZELDA

The 16-Bit damsel from Zelda: A Link to the Past!



### BABBS BUNNY

Buster Busts Loose in this Tiny Toon Adventure! Find Her!



### HIGGINS' BABE

In Super Adventure Island, Higgins is in for a trip!



### JESSICA

Making it to CD systems with Final Fight CD!



### CAPTIVE

In Sunset Riders! A kiss when you rescue her! Yipee!

## READER'S TOP TENS

Once again, Street Fighter 2 is the numero uno game of the month! However, SF 2 ought to check its rear-view mirror for Mortal Kombat! MK on both Genesis and Super NES is coming up fast! Can Chun Li and the street fighting gang hold the top spot for another month? Stay tuned!



### STREET FIGHTER 2, SNES

Surprise! Guess what fighting game is again number one?



### MORTAL KOMBAT / SNES

Still holding at the second spot - is SF 2 in trouble?



### MORTAL KOMBAT / GENESIS

A hot title - both 16-Bit systems seem to have a big hit here!



### SONIC THE HEDGEHOG / GENESIS

Speeding down a bit, Sonic may hit CD soon!



### AXELRAY / SNES

Hiding its own at the number five spot! What a game!



### CONTRA 3, SNES

Biasing the aliens isn't as intense as this is here!



### FLASHBACK / GENESIS

Great animation and superb action land this game at this lucky slot!



### STARFOX / SNES

This super simulator from the big N stays put this time!



### TMNT 4 / SNES

Cowabunga! The fab four refuses to go away!



### STREETS OF RAGE 2, GENESIS

The brawlin' continues with this 16-Meg action-packed cart!

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

## EDITORS'

EGM's Favorite Games!



### Konami's Zombies Ate My Neighbors

#1 1 MONTH



Wow! Bombarded with tons of great softs before the CES, we can't wait to see what's going to be there! Konami's got one hot title for Super NES dubbed Zombies Ate My Neighbors. Capcom's SF2 Turbo Edition, Silpheed, and Interplay's Clay Fighter are among the most wanted games around here.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
STARFOX / SUPER NES	2	4	∇
STREET FIGHTER 2 TURBO / SUPER NES	3	1	•
SILPHEED / SEGA CD	4	4	△
FLASHBACK / GENESIS	5	6	∇
CLAY FIGHTER / SUPER NES	6	1	•
JURASSIC PARK / GENESIS	7	1	•
ROCKET KNIGHT ROV. / GENESIS	8	2	•
WORLD HEROES 2 / NEO-GEO	9	1	•
ALIEN 3 / SUPER NES	10	1	•

The EGM Editors' Top Ten is Based on the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

# EGM'S TOP TENS

## REGISTER YOUR

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WITH

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- |                                     |                                    |                                  |
|-------------------------------------|------------------------------------|----------------------------------|
| 1. SNES / CONTRA 3                  | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. DUO / GATE OF THUNDER        |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / X-MEN                | 34. DUO / STREET FIGHTER 2 CE    |
| 3. SNES / TMNT 4                    | 19. GENESIS / STREET FIGHTER 2 CE  | 35. DUO / LORDS OF THUNDER       |
| 4. SNES / STREET FIGHTER 2          | 20. GENESIS / JURASSIC PARK        | 36. NEO-GEO / WORLD HEROES 2     |
| 5. SNES / SUPER STAR WARS           | 21. GENESIS / MORTAL KOMBAT        | 37. NEO-GEO / VIEWPOINT          |
| 6. SNES / SPACE MEGAFORCE           | 22. GENESIS / ALIEN 3              | 38. NES / SUPER TECMO BOWL       |
| 7. SNES / OUT OF THIS WORLD         | 23. GENESIS / FLASHBACK            | 39. NES / TURTLES 3              |
| 8. SNES / BATMAN RETURNS            | 24. GENESIS / BULLS VS. BLAZERS    | 40. NES / SUPER MARIO 3          |
| 9. SNES / ZELDA 3                   | 25. GENESIS / ROAD RASH 2          | 41. NES / YOSHI                  |
| 10. SNES / FINAL FIGHT 2            | 26. GENESIS / TERMINATOR           | 42. NES / MEGA MAN 5             |
| 11. SNES / MORTAL KOMBAT            | 27. GENESIS / STREETS OF RAGE 2    | 43. GAMEBOY / SUPER MARIO LAND 2 |
| 12. SNES / STARFOX                  | 28. SEGA CD / CD SONIC             | 44. GAMEBOY / METROID 2          |
| 13. SNES / SUPER TECMO NBA B-BALL   | 29. SEGA CD / NIGHT TRAP           | 45. GAMEBOY / MEGA MAN 2         |
| 14. SNES / TINY TOONS ADVENTURES    | 30. SEGA CD / BATMAN RETURNS       | 46. GAMEBOY / DR. MARIO          |
| 15. SNES / BUBSY                    | 31. SEGA CD / WONDER DOG           | 47. LYNX / NFL FOOTBALL          |
| 16. SNES / CYBERNATOR               | 32. SEGA CD / MONTANA FOOTBALL CD  | 48. LYNX / SHADOW OF THE BEAST   |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through July 31, 1993.



# Play Like A Champion!

**SUPER NINTENDO**



(Super NES Version)



(NES Version)



*"This is the most realistic tennis game I've ever played!"*  
**Jimmy Connors**



(Game Boy Version)

**Jimmy Connors**

**PRO TENNIS TOUR**

## You Have Total Control!

### Strategy

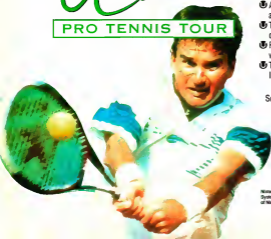
- 1 Choose what tournaments you want to play in
- 2 Analyze your opponents strengths and weaknesses
- 3 Train with your choice of 5 coaches
- 4 Plan your every shot and execute it with finesse
- 5 Three skill levels: Amateur, Intermediate, Professional

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

### Realism

- 1 Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antartic
- 2 You are Jimmy Connors or one of 16 other professional tennis players
- 3 Game automatically saves stats, winnings and rankings
- 4 Play singles or doubles, against friends or the computer
- 5 Any type of shot can be executed (lob, overhead smash, slice...)



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Jimmy Connors photos by Duomo

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Now that the tennis season is in full swing we want you to enjoy it! Win tickets to see Connors in action or tennis prizes worth thousands! Either way it will be a season of tennis you won't want to miss!

**YOU MAY WIN ONE OF THE PRIZES BELOW:**



Tickets to **WORLD TEAMTENNIS** and the **Champions Tour**

A **WORLD TEAMTENNIS** Membership



**Jimmy Connors Tennis for NES**

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## Enter the UBI Soft/EGM Sensational Tennis Blowout Sweepstakes and win prizes worth more than \$10,000!

1. No purchase necessary. 2. To enter, completely fill out an official entry form (found below or in selected video game retail outlets) or write your name, address, phone number and the words "Jimmy Connors Pro Tennis Tour Sweepstakes" on a 3x5 card and mail to: UBI/EGM Sensational Tennis Blowout Sweepstakes, 1505 Bridgeway, #105, Sausalito, CA 94965. 3. Prizes: (100 Points) Tickets to **WORLD TEAMTENNIS** and the **Champions Tour** (Approx. value \$7,000), (10) **WTT Memberships** (Approx. value \$250), (5) **WTT Tennis Bags** (Approx. value \$225), (5) **WTT Sweatshirts** (Approx. value \$200), (15) **WTT T-Shirts** (Approx. value \$300), (20) **WTT Hats** (Approx. value \$250), (10) **Jimmy Connors Tennis for GameBoy** (Approx. value \$300), (10) **Jimmy Connors Tennis for NES** (Approx. value \$350), (10) **1-Year Subscriptions to EGM** (Approx. value \$200), (10) **EGM In Your Face T-Shirts** (Approx. value \$150). 4. Enter as often as you wish. Only one entry per envelope. All entries become the exclusive property of UBI Soft. 5. Entries must be received by August 8, 1993 to be eligible. 6. Winners will be determined in a random drawing from all valid entries received. Drawings for **WORLD TEAMTENNIS** Tickets will take place every week from June 13, 1993 until July 18, 1993. Drawings for all other prizes will be held on or about August 11, 1993. 7. Transportation to **WORLD TEAMTENNIS** and the **Champions Tour** is the responsibility of the winner. 8. Odds of winning are dependent on the number of entries received. Limit one prize per household. UBI Soft or EGM is not responsible for lost, late or misdirected mail. All prizes will be awarded. Winners will be notified by mail. By accepting a prize, winners agree to grant UBI Soft and EGM the right to use their names and likenesses for advertising and promotion without further compensation. 9. Sweepstakes open to residents of the U.S. except employees and families of UBI Soft and EGM.



Although you might not see Connors playing at this year's U.S. Open, you will see quite a bit of him as he plays for **WORLD TEAMTENNIS'** Phoenix Smash this summer and in the newly formed **Champions Tour** this fall.

**WORLD TEAMTENNIS** coverage begins July 7 and lasts through August 8, 1993 with teams competing from 12 U.S. cities in CA, AZ, TX, MN, MD, KS, FL, GA, NC, and NJ. There are many well known players competing this year, Connors will be playing for Phoenix, Bjorn Berg for L.A., Mats Wilander for New Jersey, Martina Navratilova for Atlanta and Tracy Austin for Raleigh.

WORLD TEAMTENNIS Schedule		Fri. @ Ind.		Fri. @ Ind.		Fri. @ Ind.		Fri. @ Ind.	
Monday July 7	Ph @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.
Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.	Mon @ Ind.	Fri. @ Ind.
Tuesday July 8	Ph @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.
Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.	Tue @ Ind.	Sat @ Ind.
Wednesday July 9	Ph @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.
Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.	Wed @ Ind.	Sun @ Ind.
Thursday July 10	Ph @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.
Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.	Thu @ Ind.	Mon @ Ind.
Friday July 11	Ph @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.
Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.	Fri @ Ind.	Tue @ Ind.
Saturday July 12	Ph @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.
Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.	Sat @ Ind.	Wed @ Ind.
Sunday July 13	Ph @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.
Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.	Sun @ Ind.	Thu @ Ind.

If you happen to miss Connors during the **WTT** season, you can see him play during the **Champions Tour** which begins this year.

- 1993 Champions Tour Schedule**
- New Albany Country Club, Columbus, Ohio, August 25-29
  - Sherwood Country Club, Las Angeles, CA, September 29-October 3
  - Sos Finest Resort, Hilton Head Island, SC, October 5-10

### EGM/UBI Soft Sensational Tennis Blowout Sweepstakes Entry Form

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 TELEPHONE \_\_\_\_\_

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 MONTHLY



# GAMING GOSSIP

...Super NES Gets SF2-Champ Edition First...Sega SF2 Hits Delay...Street Fighter 2 Movie in 1994...  
...New Akira and Godzilla To Be Movies and Games...Super Mega Man Gets New Name...Comics Go Digital...

...Pull out the cream corn, yuckos, the one and only conductor of video game gossip is back again, with a new and improved formula guaranteed to improve basting times and strengthen your cringing sleeve! The Q-Mann's been playing busy boy this month my loyal Q-Friends, with trips to both coasts and a new column! What can you say about success? Let's tear in, kiddies, and remember to fly American, the official airline of the guru...Yours truly has pulled out all stops (and dodged my way behind a few dozing guards) to get the inside skivy on those new Street Fighter 2 games that those wacky gazillionaires at Capcom just keep tossing at us. No, I'm not being negative, I just like getting the inside scoop on every boy and girl's favorite video game, SF2! First and foremost, Capcom is rumored to have planned their release of the Sega version of the Champion Edition after the Super NES Turbo upgrade for the Super NES all along! They let Sega bask in the limelight for a few weeks when they originally announced their jump to the Genesis platform - knowing all along that a Turbo title would be offered to Nintendo owners first. Nice move Capcom, at least you saved some of us from buying the same game *three* times in a row...Other SF2 updates on the way to gossip central concern the Turbo cart due in late July! Capcom is going to be packing two modes of play into the same cart, including the standard Champion Edition as well as the Turbo version! Additional moves will also be secretly placed into this new Super NES cork, with a monstrous memory-size eclipsing 16-Meg not out of the question!...Meanwhile, Sega gets a second dose of bad news! Not only will owners of the Genesis 16-Bitter be served with only the Champ option in a game officially being called "Street Fighter 2 - Special Champion Edition", but the cart won't hit the streets until September! While more moves and a possible 16-Meg+ format are possibilities, only those gamers flying solo will want the inferior rev of this game since the big 'N' is beating them to the punch. I thought you coulda been a contender...

...In somewhat unrelated info on SF2, Capcom of Japan will be financing a Street Fighter 2 movie for release in the U.S. during the fall of '94. The Q-Witt couldn't get the hard numbers on what this puppy is being budgeted at, but considering they've made over a billion bucks on the game, there should be some strong muscle behind the movie...Taking on Wizard is the stupidest idea of all time? With 250,000 copies of HERO (the new comics mag by the people who brought you EGM) sold the first day I'd have to say that your editor is the stupidest list writer of all time...While we're talking about flix, look for The Hidden 2 to go into production this year along with big-budget trans of Japanese cult classics like Godzilla and Akira (yep, in live action!). Expect games based on the best Tokyo has to offer next year...Video games are pulling down some big shot titles based on the best that comics have to offer! TH-Q snagged the Ultraverse line from Malibu a couple of months ago and look to be aiming at Jim Lee's WildC.A.T.S.! Also, don't be surprised if you find a cart based on the new Dark Knight once Bruce Wayne gets his spine snapped in Batman #500...

...Look for the 16-Bit version of Mega-Man (yeah, I know, why did it take them so long) to hit near X-Mas, with a 12-Meg package that's being retitled Megaman-XI It has a whole new look and feel with a setting flung far into the future. No word on whether the new MM is related to Sushi, but I'll keep you posted...Don't worry about the Big Boss Man rippin' your mid-cover idea, Butch. Asking people to buy four versions of the same mag just isn't right - talk about evil gaming magazines...Look for Capcom to release Aladdin in a 10-Meg configuration...That fills the Twinkle for this month my Quarter-pals! Please tune in next month and pardon my new column in HERO. I know I went too far, but without Harris around it was just too easy...

**- QUARTERMANN**

# WIPE THE SMILE OFF THIS FACE!

Game Boy Game  
of the Year!  
Game Player's Magazine '91  
Strategy Game  
of the Year!  
GamePro Magazine '91

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!

## GET INTO YOUR GAME BOY...

And we mean *into!* FaceBall 2000 is a new virtual reality game for 1 to 4 players. You don't just see your character, you *are* your character! You'll feel like you're actually *inside* your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.



WATCH OUT! They only look happy!

## PUSH SUPER NES TO THE LIMIT!

Come face-to-face with a *super-mess* of enemies — in full color with amazing 3D graphics! Enter the CyberZone where you'll be surrounded by evil Smiloids lurking in an endless series of mazes. Defeat the Master Smiloid... or have a very bad day! Two-player split-screen action lets you battle it out in the Arena against a friend, or team up and face the evil Smiloids together.

FaceBall 2000 for the Super NES. Don't miss it!



Team up or play one-on-one in the Arena.

Face evil Smiloids in CyberZone's endless mazes.



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TAKE A SEAT, MR. PERFECT!

WWE  
**ROYAL RUMBLE**



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**YOU MAY BE READY TO WRESTLE...  
BUT ARE YOU READY TO RUMBLE?!!**

# JUMBLE!



THE SIMULTANEOUS EYE-GOUGE!

TWO- AND THREE-MAN TAG TEAM ACTION!



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SHAWN MICHAELS™



MACHO MAN RANDY SAVAGE™



THE NARCISSIST LEX LUGER™



MILLION DOLLAR MAN TED DIBIASE™

ALL NEW  
**16-MEG**  
ACTION!

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# EGM EXPRESS

## 3DO IS UNVEILED...

On May 13, 1993, Panasonic debuted their new 32-Bit 3DO game system to a select group of electronic media representatives. Thanks to 3DO, EGM was there to get the latest update on this hot new super system and to get the first hands-on testing of the software we'll be playing this fall when the systems hits the store shelves.

Officially called the FZ-1 REAL (Realistic Entertainment Active Learning) 3DO Interactive Multiplayer, this machine takes video gaming to heights never before obtained in a console (or computer) game system. Founder and CEO of 3DO Trip Hawkins stated that their new system offers performance 50 times greater than anything on the market. Where conventional 16-Bit systems



The 3DO Interactive Multiplayer

can process one million pixels of animation per second, the 3DO can process an average of 50 million pixels per second for smooth and fluid motion of unparalleled realism. In addition, where 16-Bit game systems offer images of 256 on-screen colors, the 3DO can deliver more than 16 million colors.

Besides producing breathtaking graphics, the 3DO backs that up with spectacular digital sound that goes beyond games and into music CDs, photo CDs, and with the right software, even full-motion CDs.

Best of all, the 3DO is much more than a video game machine. This new interactive system opens up a whole new world of education, entertainment and information applications to everyone in the home. Specs aside, the main question is how does it perform? In one word - unbelievable! The game play is at a level never achieved before. The 3DO texture-mapped, polygon-filled



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Full-motion video is larger than life on the advanced 3DO system.



Take control of an island overrun by dinosaurs in Jurassic Park.

### 3DO SYSTEM SPECS

<b>CPU</b>	32-Bit RISC CPU
<b>Clock Speed</b>	12.5 MHz
<b>Memory</b>	16 megabit RAM 256 K bits static RAM 1.024 Megabit ROM
<b>Video Resolution</b>	640 X 480
<b>Colors</b>	16,770,000 MAX
<b>Audio</b>	Stereo 16-Bit PCM Sampling freq. 44.1KHz
<b>Controller Port</b>	Serial; Daisy Chained
<b>Expansion Port</b>	For high speed peripherals
<b>FMV Port</b>	MPEG-1 and MPEG-2 compatible
<b>Video Output</b>	RF
	Composite video S-video
<b>Size</b>	11.36 "(W) X 10.64 "(D) X 3.48" (H)
<b>Weight</b>	6.6 LBS
<b>Available</b>	September 1993
<b>Retail Price</b>	about \$700





graphics in the Crystal Dynamics games are better than anything ever done on any system!

On the down side, all this performance doesn't come cheap. Expect to pay about seven hundred dollars when it comes out this fall, but from

what we've seen, once you try it you will see that it will be money well spent. Especially since there are a over 200 third party licensees lined up to make games for the systems. 3DO could very well revolutionize the entertainment industry.



# HOT TITLES COMING FROM THIRD PARTY DEVELOPERS

Two companies - Electronic Arts and Crystal Dynamics, were demonstrating prototypes of their upcoming 3DO games. Even from these early versions what we saw was beyond



Demolition Man from Virgin offers a new twist to video gaming.

"... the next level" and light years ahead of what we've seen on Nintendo's 32-Bit machine.

The two games from Crystal Dynamics: Total Eclipse (flight sim) and Crash 'N Burn (first-person perspective racer) were totally awesome. Total Eclipse was so realistic and detailed that it put StarFox and Silpheed to shame. Not only is the action much faster, but the backgrounds rotated, scaled, and zoomed flawlessly. Crash 'N Burn can best be compared to Sega's arcade machine Virtua Racing as it delivers the speed and realism previ-

ously found only in the heavy memory coin-ops.

EA was there with highly modified versions of their popular sports titles Madden Football and PGA Golf. As expected on the 3DO, the animation was perfectly smooth, and with literally millions of colors in the palette, the players were extremely realistic-looking. And since the games are on CD, the amount of player stats were staggering. Both of these games were clearly the best we have ever seen anywhere.



First-person perspective racing games are now possible on the 3DO.

While only a sampling of what is to be shown at the CES show, what we saw was enough to convince us that a whole new chapter in the history of entertainment is about to be written when the 3DO hits stores this fall.

## ELECTRONIC ARTS



JOHN MADDEN FOOTBALL



PGA TOUR GOLF



ROAD RASH 3DO



SCORCHED EARTH



WORLD BUILDERS

## CRYSTAL DYNAMICS' CRASH 'N BURN & TOTAL ECLIPSE





# SEGA TO ROLL OUT NEW PRODUCTS

In another surprising announcement, Sega of America announced that the all-new Mega Drive 2 and Mega-CD 2 would be released in the United States. The new units keep their familiar U.S. names but many changes have been made.

The consolidated circuitry from the Mega Drive 2 has been placed into the shell of the new Genesis. The noticeable differences include the missing headphone jack and volume control. The stereo output has been integrated into the A/V output in the rear of the unit. Two versions will be available. One will come with Sonic the Hedgehog 2 and one controller while the other is a bare-bones system with just one controller.

The Sega CD has also gone through an incredible change. By removing the motorized, front-loading door, Sega has been able to turn



Due to consolidated circuitry, the new Genesis is a smaller and sleeker unit.

the unit into a more compact system! Now the CD tray is a top-loading unit that opens with the touch of a button on the front side of the player. A new pack-in CD, Night Trap, will also be a part of the package. The new Sega CD is also compatible with the older Genesis because of an adapter plate that attaches to the bottom of the Genesis because the older unit is bigger. These new systems could retail for a lower price.



The Sega CD received a sleek new look, but still contains the same power!



Opening the CD door is now done by pressing a button on the side of the unit.

# STD DEBUTS NEW LINE OF CONTROLLERS

STD Entertainment, the innovators of the world's first fully programmable controllers, has taken another brave step into the future of controlling video games!

The new SN Program Pad for the Super NES will become an industry first, being the only controller that is pre-programmed with 29 multi-combination moves from Capcom's Street Fighter II and Takara's Fatal Fury! In addition, all pre-programmed moves are mirrored so players can execute the moves from both sides. This new version still allows players to program six of their own power moves for games like Acclaim's Mortal Kombat. Simply set up the controller to record and perform the joystick combinations. Then, with one press of a button, you can perform powerful attacks!



Complex moves like the wicked Dragon Punch are now very easy to execute!



Let Raiden cool off with a shot of Sub-Zero's ice attack.



Even Andy Bogard's fireball attack can fire by one simple keypress.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# FATAL FURY



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## FATAL FURY

The battle of fate has begun...

*Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!*

*Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own feet to defeat all foes but beware — your enemies possess hidden powers that defy the fates of Nature itself. Witness themselves, harnessing energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!*

*The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.*

*Realistic characters, multiple action moves, special skills, all this combined with lightning speed to the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?*

FATAL FURY™ 1991 SNK  
© TAKARA CO., LTD 1993



**TAKARA**  
Video Game Division

230 Fifth Avenue, Suite 4801-6, New York, NY 10001  
Tel: (212) 696-1212, Fax: (212) 669-9889

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I never thought maiming four of my friends could be so much fun.



### BOMBERMAN '93™

The latest multi-player game from TTI. Also known as Game of the Month for April by EGM.

Plays on both Duo and Turbo Graf systems.

Drop bombs off strategically or, with a bit of skill, kick them toward your opponents.



Play solo against the machine. Or play against one to four

friends. If you even have that many. There's also a 48-level game to test your patience.

For more info,

jet to your nearest TTI dealer today. And remember: With friends like you, who needs enemies?



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Turbo Tap  Duo Tap

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CUT HERE TO ADVANCE

# LEADING EDGE

## CADILLACS AND DINOSAURS



Kick some reptilian hiney! A lot of cool moves are available to each character.

Welcome arcaders to yet another installment of Leading Edge! This month we spotlight another cool comic-to-game translation with Capcom's Cadillac and Dinosaurs.

This side-scrolling extravaganza features some rippin' action along with graphics sharper than a triceratops' horns! Three players can compete at one time; all you have to do is pick which of the four characters you want to be!

You get to drive a specially outfitted Cadillac while trying to dodge a large assortment of enemies and obstacles which come at you from

all directions! Don't forget to grab some weapons like a rifle, knife, grenades and bombs.

Cadillacs and Dinosaurs takes you to exotic locales such as the heart of a primordial jungle or the middle of a scorching desert. The upcoming release of several adaptations of Jurassic Park on several video game systems will probably make this a very crowded machine! Capcom, no stranger to the fighting scene, obviously has the creative genius to handle a slam-and-bam title of this sort - hopefully it will make its way to home systems, too!



Pick up a variety of icons and weapons such as life power-ups, knives and guns.

### • HOW IT RATES •

Wowee, another dinosaur title! Actually Cadillac and Dinosaurs is a lot of fun to play! The graphics are cool (although nothing to write home about!) and the game play reminds me to some extent of Final Fight.

Dinosaurs and Cadillac also gets added points for the three-player option and originality. The game falls a little short with the repetitive action and the lack of moves.

All-in-all, Cadillac and Dinosaurs is a fresh title which should be a big hit with the arcade crowd! Cool!

Overall:

7



# AAMA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION



**Three summers ago  
it was zits.**



**Two summers ago  
it was working at Bun N' Run.**



**Last summer  
it was the Klinefelter twins.**

*Summer Challenge*™ for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amaz-



ing accuracy in archery. Then try to handle a 1200 lb. horsey in the equestrian event.

Play by yourself or at a party. *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze. Take the *Summer Challenge*. It's the toughest thing you've faced since Mr. Klinefelter.

**This summer experience  
a whole new set of challenges.**

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**GAMES WITH PERSONALITY.**

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# KNUCKLE HEADS



Namco's latest coin-op is a smash-and-trash-a-thon called Knuckle Heads. In this game you get to pick between six unusual characters: Rob Vincent, Master of the Tongfer; Blat Vaike and his spiked



Blat Vaike's huge spiked hammer is a formidable weapon, but he's a little slow.

hammer; Takeshi Fujioka and his Scythe Nunchakus; and Gregory Darrell the axe-wielding Viking.

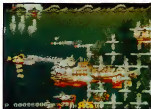
Up to four players can play simultaneously and each character has an abundance of specialty moves as

well as their own personal fighting style. Each fighter is the master of a special weapon which inflicts devastating damage to opponents. All the special moves require a different controller/button combination.



Christine is a real threat, thanks to her electrifying personality and moves!

# IN THE HUNT



A wide variety of land and sea enemies await you in this shooter with a twist!

Dive beneath the waves of the ordinary (how poetic!) with Irem's latest shooter, In The Hunt. This is a shooter with a twist; you get to fight above and below the surface of the world's oceans!

Graphically this game shares a lot in common with Irem's now legendary R-Type. They are phenomenal! The underwater scenes and backgrounds will blow you away! The game also controls like a dream! Everything is laid out very

logically on the cabinet's control panel.

You say you want weapons and power-ups? Well, In The Hunt has got 'em! Grab weapons like sea-to-air missiles, torpedoes and other hyper-destructive weapons.

Play In The Hunt alone or with a friend to help you through those tricky sections. A hint: the game is a



Get ready to use your newly-acquired weapons systems on the bad guys!



The 3-D oversized graphics sport a high degree of detail and depth.

lot easier in the two-player mode.

With game play and graphics that are hard to beat, get ready for a heavy-duty journey into the murky depths! Remember: come up for air!



# "...THE FASTEST PRODUCTION CAR IN THE WORLD..."

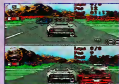
*-THE GUINNESS BOOK OF RECORDS 1993*



STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

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AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.



"THE TRACKS ARE LADEN WITH HAIR RAISING HAIRPIN TURNS, KILLER CORNERS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SNEAR INTO PURPLE HAZE..."  
-SEGA VISIONS



CUSTOMIZE AND SAVE UP TO 16 OF YOUR VERY OWN TRACKS WITH TWISTS, TURNS, HAIRPINS, CHICANES AND BACKGROUNDS—LIKE TUNNELS, BRIDGES AND CROWDS.

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3000 BAHAM BLVD. BAITC 308  
LOS ANGELES, CA 90008







## YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park™* from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



The movie brings them to life. The game invites you to join in.

Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

## FACE TO FACE ON SEVEN DIFFERENT

**LEVELS.** Work your way through the Visitors Center, Pump Station, River, Volcano Canyon, Power Station, and Jungles of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. Herbivores had round, dull teeth for chewing plants. Carnivores had sharp, pointed teeth for chewing herbivores. Be careful. In them, you're just a snack.

Welcome to th



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Ours are no different. And no less dangerous.



# IT TOOK 65,000 TO MAKE T



The reptiles that could fly: the Pterosaurs. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



At one time, all the continents were grouped together forming one supercontinent called Pangaea. This may explain why dinosaur fossils have been found in so many different places around the world.

It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom, there were no video games back then. What do you think?



e next level™



This is Amber. The fossilized resin (cop) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

Dr. Robert T. Bakker is a real paleontologist. He helped to design Jurassic Park for Sega.



Imagine: You're walking through the jungle 130 million years ago. Because you don't step on this, it's a fossilized dinosaur drooping. Today they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our Jurassic Park.)



**YOU CAN BE DR. GRANT.** You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of Jurassic Park.



Bones that have fossilized to stone and ancient impressions in rocks. Fossils are our best window to the past. Fortunately, more and more of them are being discovered each year.



Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun gun, flash grenades, gas grenades, super darts and dinosaur bait.



This is the team that designed and created Jurassic Park from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.



# 0,000 YEARS HIS GAME.



Over the years, humans have developed large, intelligent brains. We can think like no other species ever has. For years, it was thought that dinosaurs were dumb, pos-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in Jurassic Park from Sega?

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is the genre box to look for: Jurassic Park from Sega.

Just like in the movie, a dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In Jurassic Park from Sega, you can play the dinosaur.



**THEY GET SMARTER AS YOU GET BETTER.** Jurassic Park from Sega was designed to include D.P.A.™ (Dynamic Play Adjustment.) So as your game skills get sharper, the dinosaurs become harder to outsmart.



Pos-brain? Maybe. Maybe not.



Big, smart brain? For sure.

**SEGA GENESIS™**

COMING SOON TO GAME GEAR™ AND SEGA CD™



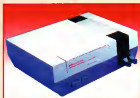
# THE GAME DOCTOR

## The Doctor Is In

Welcome back to yet another installment of EGM's Game Doctor.

**Q:** When did Nintendo first show the NES in the United States? I assume it would have been at a toy show or CES, but someone who should know told me it was in New York City in October of 1985, which doesn't coincide with the dates for either trade show.

Martin Klinger  
NYC



The present-day NES was first shown at the Summer 1985 CES.

**A:** Good question, Marty. The date your friend referred to was October 9, 1985, at a New York

press conference where Nintendo made the official announcement that it was rolling out the NES (with ROB, the game-playing robot) in America. However, Nintendo of America had been at several previous CES shows displaying various incarnations of the Famicom. It was called the AVS (Advanced Video System) at one point and was shown at the Winter '84 CES under that name. At the Summer '85 CES, the system was redesigned and renamed the NES, complete with ROB and a light gun. It was at that point they determined that a target city would be selected—New York was chosen as the toughest market to crack—and the October launch took place.

As a matter of fact, the Doc still has a t-shirt with a drawing of ROB on the front (along with the words "Nintendo Entertainment System") and "A Star Is Born" etched on the back, along with the October 5, 1985 date. Talk about collector's items!

## LETTER • OF • THE • MONTH

As an addendum to last issue's letter from a reader who was asked to turn off his GameBoy on a commercial airliner, the Doc was recently asked not to use his Walkman tape player/radio on a plane. The tape player was not likely to create any problems, but

airline folks are sufficiently nervous these days that they asked me not to use it even as a tape player. There's a lot of controversy surrounding this subject with pilots having voiced complaints about instrument interference from our toys and gizmos.

**Q:** All I have been hearing about lately is *Mortal Kombat* (16-Meg) and *StarFox* for the Super NES (8-Meg). If these games look so good with so few Megs, what about the NeoGeo with its 330-Meg system? Why doesn't SNK get on the ball?

Dion Dakis  
Las Vegas, NV

**A:** I'll tell ya, Dion, the NeoGeo has a 330-Meg capacity, but extra storage has not meant much, because programmers are encouraged to waste memory and ignore compression techniques since the carts have all that space to fill and it's the system's big selling point. Also, SNK has very little experience in the retail end of the business and, frankly, it shows. A CD for the NeoGeo? I doubt it, Dion. But I'll check, okay?



At present, SNK's NeoGeo doesn't have polygon games like *StarFox*.

That about wraps us up for this installment of the Game Doctor. Many thanks to all who have written in with their queries. Don't forget to send those letters to:

Game Doc (EGM)  
330 S Decatur, Ste. 152,  
Las Vegas, NV 89107

Aloha!

# TAKE CONTROL OF THE SKIES!



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You're ambitious, you thrive on power and you want to be rich. Well, here's your chance. As the CEO of your own airline operation, negotiate around the globe for holding slots, invest in planes and set up new routes. Establish your hub and then expand outward. Plane maintenance, advertising and service will distinguish you from the rest. Gain market share with cut-rate ticket prices, but be careful to stay out of the red.

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**CALL A BOARD MEETING**



**REVIEW YOUR ROUTES**



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Launch special T.V. campaigns to increase name recognition. Invest in outside charter companies to raise revenue. Arrange board meetings to gather information from field managers.

Aggressive competition, hijackings and strikes will continually strain your cool and threaten your corporation. You're the CEO and you're in charge!

SNES VERSION

 **8 MEGABIT CARTRIDGE**

 **64 K RAM**

 **BATTERY BACK-UP**

 **1-4 PLAYERS**

 **REALISTIC BUSINESS STRATEGY**

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# Freakin' Awesome



*"Super Turrican will give you the worst beating of your video game life"*  
GAMEPRO Magazine

*"One of the best"*  
Electronic Gaming Monthly

*"Blazing graphics, Dolby Surround™ and smooth action make this the best Turrican ever"*  
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

**Super Turrican™** is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES  
& NES systems.

 **SEIKA**  
*Freakin' All The Rules™*

# GAME OF

## GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis."

*Sega Visions Magazine*

"Dazzling! A score of ten is reserved for the best; this is *it!*"

*Game Informer Magazine*

"**WOW!**" *Mega Play Magazine*

"Way to go *Virgin!* Global Gladiators is the best platform action game I've played since Sonic... This game is a masterpiece!"

*Die Hard Magazine*



### 1992 Global Gladiators Awards

The Sega Third Party  
Seal of Quality Award - 1992  
\* Product of the Year - Genesis

The Sega Third Party  
Seal of Quality Award - 1992  
Best Action Product - Genesis

Video Games and Computer Entertainment  
Best Sound in a Video Game of 1992

### Mega Play's pick of the month.

Nominated for best game of the year,  
best music and sound, and best  
graphics and animation

*Game Pro and Video Games &  
Computer Entertainment*



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# THE YEAR

SEGA  
**GENESIS**  
32X CARTRIDGE



## GLOBAL GLADIATORS

Virgin  
GAMES



# INTERNATIONAL OUTLOOK

## INTERNATIONAL NEWS

By Terry Aki

It's a big kon'nichi wa to all! Well, I've been swimming deep into the realm of the best kept secrets in the video game industry and I've surfaced with some first-hand news!

Get ready for a surprise! The incredible Y's saga continues on with Y's IV! This great series is coming to the Super Famicom, PC Engine and even the Mega Drive. The best part about all this is that each version will be different from the other. Oh great, now I have to shell out three times the amount of cash to soak it all in. I can't wait!

The Super Deformer craze is still running strong. Those cute little robots and monsters are starring in more games than you can shake a mech at! There are tons of games out with about a dozen more in the works. Eek!

Speaking of mechs, Macross, my most favorite animation series of all time, is also getting an all-new Super Famicom game! You can read all about these and more in the following pages. Joy!



WORLD NET  
INTERNATIONAL GAMING INFORMATION RESOURCE

SEGA OF JAPAN

## SHINING FORCE 2

MEGA DRIVE

16 MEG

CARTRIDGE

The hottest news this month has got to be the fact that the awesome RPG/strategy game Shining Force is getting a sequel! 16 Megs of power make this one game not to be missed. Although it contains a lot of Japanese text, there is a possibility that this game will come to these shores.

Like before, you control a slowly growing band of fighters intent on freeing the land from the tyranny of the evil forces that have sprung up again. The play mechanics of the first game are back. The archers still fire great distances, while priests still heal. Secrets abound in this mysterious land, and a treasure awaits those who search. Who knows what the careful player may find...

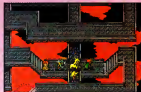
When compared to the first version, you can easily see how much better this one is. Visually, it is much richer, and the audio track is among the best for the Mega Drive. Shining Force 2 may be one of the best sequels ever. Despite being a military simulation for the most part, this game is loaded with thrills!



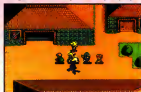
The darkness of the caves will make plotting your strategy difficult.



Buildings will also affect the outcome. Always scout them out first.



This maze of corridors is a real nightmare for anyone to try to play.





# INTERNATIONAL NEWS

## NOT JUST FOR KIDS... AND ONLY IN JAPAN.

As you've probably guessed, most of the games shown here will most likely never reach these shores. A lot of problems face a game that is to be brought out here. The first major obstacle in the way of progress is translating Japanese text to English. English text normally takes up twice the amount of space as Japanese, and certain programming limitations occur because of it. Aside from this, a whole genre of games is left out of the American market. They are games meant for the older players, ranging



Does a game like Go excite you, or is Ma-jongg more your style?

from ages thirty on up. They most often are traditional oriental board games. For example, there is Bullet Proof's Goliath, a simulation of the game Go, which is a game played with stones on a board. There are also games of Shogi which is the Japanese variant of Chess, along with the ever-popular Mah-jongg. Mah-jongg is an ancient Chinese board game, and arcade versions of this game are popular throughout Japan. Much like Gin Rummy, the arcade versions are exclusively Strip Ma-jongg, where women progressively strip off their clothes as the game progresses. Fascinating.

Is there a market for these games? The companies don't think so. What can we do?

## ZAMUSE OF JAPAN

### MACROSS

**SUPER FAMICOM**

**8 MEG**

**CARTRIDGE**

If you like Japanese animation, then it's no doubt that you've heard of Robotech. Macross is based on that animation series. You pilot a Vertech fighter, a ship able to transform into three different forms. This hot shooter has you going up against the giant-sized Zentraedi, a war-like race. They have massive firepower, but you have the skill. If you liked the series, this game is a must-see.



The Zentraedi battle cruiser will unleash his troops, like the deadly Battle Pods.

The command suits are armed to the teeth, and will try to shoot you down.



## HUDSON SOFT OF JAPAN

### Y'S IV: THE DAWN OF Y'S

**SUPER CD-ROM**

**CD**

**CD-ROM**

Surprise, surprise surprise! Y's IV has been renamed on the Super CD-ROM version. It's now being called the Dawn of Y's. Still, most of the plot is shrouded deep within a veil of secrecy. We know that Adol has returned once again to vanquish the evil that has erupted across the land, but that is about it.

One interesting note is that the three versions of this game (Super CD-ROM, Megadrive, and Super Famicom) are going to be different from each other, as they are being developed separately. This is good news for Y's fans, as you can get a whole slew of new adventures.

Y's IV: The Dawn of Y's should be a winner, no matter what system it's on.



Choices, choices. Three treasures, but which one to choose?



Search for clues around the hazardous lava fields.



The towns are always the best places to obtain clues.



Looksee here! A treasure in the garden. Who'd expect it?

It's kinda like  
being God,  
except the graphics  
are better:



**SimEarth<sup>®</sup>**  
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The Living Planet

OF ALL THE WILL-  
WRIGHT PLANET SIMU-  
LATION GAMES, DUO  
SIM-EARTH<sup>®</sup> IS,  
WITHOUT A DOUBT,  
THE AMONGST THINGS  
BECAUSE DUO HAS  
THE ONLY SIM-EARTH  
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VERSION WHERE  
YOU'LL EVER HEAR  
GOD VOICING HIS  
OPINION.

SO WHETHER YOU'RE  
CREATING AND NURTURING  
NEW LIFE, OR ABOLISHING  
EXISTING LIFE IN SHORT WITH  
VOLCANOS, FLOODS AND  
WARRIORS, IT ALL SEEMS

JUST ANOTHER  
MORE REAL.

CHECK OUT  
DUO SIM-EARTH TODAY!  
IT'S THE ULTIMATE POWER GYM.



**SUPER**

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# INTERNATIONAL NEWS

## WHAT DO YOU WANT TO BE WHEN YOU GROW UP?

Almost everyone who plays video games ends up wishing they could design their own. Well, for some Japanese students, that's exactly what they do. They learn how to create their own games. Almost all of these students are devoted to video games, and usually are very artistic. At the game schools, students learn about graphic design, animation, and incorporating music into their programs.

The classes are always packed with people, but the



Row upon row of students slave away at projects in game school.

number of pupils who actually succeed in graduating is very few. Since only a few students make it through, it ensures that the programmers of tomorrow will make the best games for us to play. The workload that you would take on in such a school would be very great. Ask yourself if you have what it takes.



Game schools go way beyond a typical programming class.

## TOHO/SHOGAKUKAN OF JAPAN

# RANMA 1/2 RPG

SUPER FAMICOM

12 MEG

CARTRIDGE

Ranma 1/2 is very popular among the EGM staff (how can you tell?), and we all freaked when we found out that another game was coming out.

Strangely enough, this game is an RPG, unlike the previous attempts. You control Ranma and a few of his friends, including the lovely Akane and Shampoo. Together, they set off on a grand adventure that will be very enjoyable to all RPG fans.



Battle scenes like this will make Ranma's life miserable. Luckily he's got his friends.

In Ranma's household there are a number of interesting characters.



## SETA OF JAPAN

# NOSFERATU

SUPER FAMICOM

16 MEG

CARTRIDGE

When EGM got the scoop on this cool cart so long ago, we didn't realize how long it would be until this game actually came out. We have good news: after a lengthy wait for Nosferatu, it is finally coming out in Japan.

The plot takes you to a faraway land where evil is commonplace, and heroism is not. Nosferatu, while not based on the film, carries the same theme: simple and utter horror.

To create such a chilling mood, 16 Megs of memory and beautifully drawn graphics are brought together. Nosferatu has some of the smoothest animation, being quite similar to Prince of Persia. This game is really nasty, and proves it was definitely worth the wait. Coming here? Maybe.



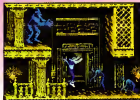
Death is watching from above, and he will take you quickly if you fall.



Horrible beasts await to tear into your flesh and render you to the bone.



This guy'll snap your neck like a twig. Make like a tree and leave.



Talk about jumping out of the frying pan. Ouch, those zombies look nasty.



riot zone



lords of thunder









bomberman '93



sherlock holmes II

IF YOU  
THINK IT  
LOOKS  
THIS GOOD  
STANDING  
STILL,  
IMAGINE  
WHAT IT  
LOOKS LIKE  
AT 300  
R.P.M.

The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average.  DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.)  Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping \$249 value for free. Grats. Not a penny.  Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's - CD Football, only available on DUO.  Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive.  All this and more, for around \$299.  300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.



**DUO** R.P.M.

# INTERNATIONAL NEWS

## CAN'T GET ENOUGH OF STREET FIGHTER?!

When a game that's as popular as Street Fighter 2 comes out, it's almost inevitable that various toys and posters will follow. We have seen all sorts of SF2 items from action figures to board games. It seems that no one can get enough of the SF2 merchandise. The latest trend in Street Fighter spin-offs is the release of several very cool models. These range from being highly detail characters, to scaled down comical figures. It seems like no character is left out. They can be found in many different forms.



The craftsmanship of this Vega model is near perfect.

Unfortunately, most of the merchandise is in Japan only, leaving us gaping and drooling at the goods. If you can get your paws on them, you'll be surprised at the quality and detail found throughout. These are very good, but hard to find. We can only wait and see what other SF2 paraphernalia is coming.



For something different, this comical Vega is pretty bodacious.

## VICTOR ENTERTAINMENT OF JAPAN

### KEIO ATTACK TEAM

MEGA CD-ROM

CD

CD-ROM

This is a comical shooter set in a mystical world some 200 years ago. As Rami, a blonde haired bunnygirl, you are astride Pochi, a flying dragon. Together you hunt down Dr. Pon and the seven Gods of Fortune. Plenty of power-ups to scoop up and cartoony enemies to blast fill your quest. Travel around the globe to places like America and Russia. Cute cinema displays are here too. As fun as Parodious!



Oh no! A terrible train. What's a bunnygirl to do? Better shoot it.

This boss is very bizarre, but then again, so are all the others. Pretty snazzy.



## SETA OF JAPAN

### DESERT FIGHTER

SUPER FAMICOM

8 MEG

CARTRIDGE

Hostilities have broken out in the Persian Gulf. Piloting the speedy F-15 Strike Eagle, or the A-10 Thunderbolt, you must hammer the enemy airbases and ground targets in support of your forces. Digitized cinemas and realistic sampled sounds add pure excitement to the hot military action. Don't blow your missions, or the outcome of the war could be changed. Desert Fighter is better than the real thing.



Damage the enemies' machines by eradicating their weapon plants.

Cripple the tankers and other ground targets to weaken your opponent.



## TOHO OF JAPAN

### SUPER GODZILLA

SUPER FAMICOM

12 MEG

CARTRIDGE

The king of monsters, Godzilla, is coming out on his Super Famicom. While the Super NES version won't come out for some time, this one will be hitting Japanese stores shortly.

This game is a lot like a Godzilla simulation where you control the big mutant dinosaur himself. Fight foes like the terrible Mecha-Godzilla in a rampage throughout Tokyo! Monster mania at its finest!



King Ghidora's center head must be ripped off in order to defeat him.

Tower above the city, and glare victoriously down at your defeated foe.







# Demonic powers. Medieval torture chambers. Black magic. Where do I sign up?

## Dungeon Master - Theron's Quest™ The Saga Continues.

DUNGEON MASTER™ THE ONLY FIRST PERSON POINT-OF-VIEW ROLE PLAYING GAME AVAILABLE ON CD THAT LETS YOU EXPERIENCE FIRST HAND WHAT IT WAS LIKE TO BE A MEDIEVAL DUNGEON MASTER, WITHOUT HAVING TO WEAR TIGHTS AND A BOWL HAIRCUT.

AND AFTER YOU'VE HAD YOUR SHARE OF TWISTED DEAD-ENDS AND CHAOS, THERE'S EVEN A HELP-LINE FOR THE INEXPERIENCED.



SO SEE YOUR NEAREST DUO DEALER AND ASK FOR DUNGEON MASTER™ THE ONLY CD GAME FOR THOSE OF YOU WHO ARE PART WIZARD, AND PART MASOCHIST.



FOR INFORMATION ON WHERE TO BUY DUNGEON MASTER-THON'S QUEST™, CALL 310-337-6916.



# "GENTLEMEN START YOUR SCR

Your windpipe will get a workout when you see what Konami® has prepared for you in the **Batman™ Returns** game for Super NES™.

But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

Because **Batman** has rapid-fire fists and is a master of flying body



slams, spinning judo kicks, double head knocking and other means of maiming. And check out our hero's humungous size. We're talking big!

In seven 3-D movie-like levels, experience the agony of **Catwoman's** claws, kicks and whip and the ecstasy of pummeling **The Penguin** and his clan of delinquent clowns, all talented in terrorism.

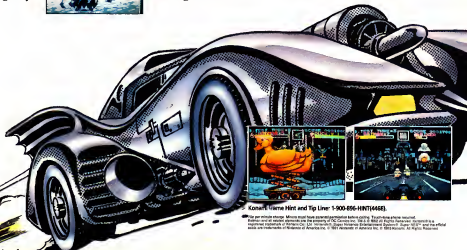
Inside your cape of fear are **Butarangs** and test tubes, essential for battling the **Tattooed Strongman**, the **Organ Grinder** and the rocket launching **Duck Vehicle**.

Blow away renegade bikers with the **Batmobile** loaded with **Batdiscs** and catapult yourself to safety with your trusty **Grappling Hook**.

The frigid fiend is chillin' in his way cool lair waiting to put the **Caped Crusader** on ice. So put on your cowl and put up your dukes. Can't you hear Gotham City screaming for help?!



## KONAMI®



Konami Game Hint and Tip Line: 1-900-896-HINT(4466).

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# LEARNING



**PlayStation**

Brave a cinema-size vendetta to save Gotham City from the diabolical clutches of The Penguin and Cheesecake!





**BATMAN RETURNS**





**KONAMI**

**SUPER NINTENDO**



# TRICKS OF THE TRADE

<b>SEGA</b>	<b>X-MEN</b> ★★	
<b>GENESIS</b>	<b>INCREDIBLE CHEAT CODE</b>	
<p>This code will allow you to do some incredible things in this game such as acquire unlimited health and mutant powers, warp to different levels of the game, and have an unlimited backup team. First, you must be at the title screen. When it shows, "Press Start Button," take controller 1, and hold buttons A, C, and DOWN on the pad, then press START. Now, take out controller 1 and put it into the second port on the Genesis. When the picture of Magneto appears, press START. On this controller, choose your level of difficulty and your hero. You will use the second controller to play a one-player</p>	<p>game. (If you want a two-player game, plug a controller into the first port). From here, you can jump to the upper-right area of the Danger Room and destroy the generator. This will give you a time increase in the room. Also, to the right of the hero selection part of the Danger Room, there will be 8 panels on the wall, and 6 large floor tiles underneath them. Each floor tile represents a level of the game.</p>	<p>(Refer to the third picture of this game.)  <b>1.</b> The Savage Land, <b>2.</b> Shi'ar Empire, <b>3.</b> Excalibur's Lighthouse, <b>4.</b> Ahab's Future World, <b>5.</b> Mojo's Crunch, <b>6.</b> Asteroid M. Bring your hero to the title of your choice and press DOWN, and C. You will then warp to that level! If your life or mutant power meter is down, press START, and then START again to restore energy. Call on your backup team!</p>
		
At the title screen, do the trick and switch the controllers.	On controller 2, press START, choose options and a hero.	In the Danger Room, the tiles represent each game level.
		
		Every time you press START twice, you will restore life.

<b>KONAMI</b>	<b>BATMAN RETURNS</b> ★★	
<b>SUPER NES</b>	<b>INCREASE TO 9 LIVES</b>	
<p>At the title screen, move the bat down to Options and press START. In the</p>	<p>Option Mode, take controller 2 and do the familiar Konami code: UP, UP,</p>	<p>DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. After you do this, you will hear a series of musical tones confirming that the trick has worked. Using controller 1, move</p>
		
		<p>down to the option that says "REST." Instead of having just 3, 5 or 7 lives, you can make your life count go up to 9! This will increase your chances of completing the game!</p>
		

# Reel In The Great Outdoors Without Leaving Your Living Room.



You are cool, cunning and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license.

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**SEGA**  
**GENESIS**  
16 BIT

**VIC TOKAI INC.**  
22801 Lakeside Drive  
Folsom, CA 95630

SNK

## FATAL FURY 2

NEO-GEO

FATAL MOVES

To do these incredible moves, your life meter must be flashing red!

For Andy's Choresuhadan, first hold DOWN, then press DIAGONALLY DOWN-FORWARD, then FORWARD. Press B & D while you do this.

Terry's Power Kaiser can be done by pressing DIAGONALLY DOWN-BACK, BACK, DIAGONALLY DOWN-BACK, then FORWARD with a tap of the B & C buttons together.

Joe Higashi's Screw Punch is done by walking FORWARD, pressing BACK, and rolling DOWN then FORWARD again, while hitting B & C.

Big Bear's flaming breath is done by walking FORWARD, rolling to the DIAGONALLY DOWN-BACK position, then pressing FORWARD with the buttons B & C.

Cheng Sinzan's electrical fireball is launched by DIAGONALLY DOWN-BACK, then DOWN, then

pressing FORWARD with B & C.

Kim Kapwhan unleashes his many attacks when you press DOWN, DIAGONALLY DOWN-BACK, BACK, DIAGONALLY DOWN-BACK, then FORWARD with B & D.

MAI is quite nasty when you walk FORWARD, press DIAGONALLY DOWN-BACK, and FORWARD again with B & C.

Jubei has two moves. Both take off half your opponent's health. The first is the Dynamite Slam. Press DIAGONALLY DOWN-BACK, DOWN, DIAGONALLY DOWN-FORWARD with B & C.

The other move can be done at any time! To do his Chokehold, jump at your opponent, then press C and DIAGONALLY UP.



Andy's Choresuhadan shoots him out like a bullet.



Only Terry could generate a blast with the Power Kaiser.



The whirling death of the Screw Punch is Joe's forte.



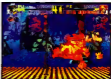
This move makes you wonder if Bear uses mouthwash.



Cheng's electric fireball is truly a shocking experience.



Here is Kim's all-out Psycho Kick! More moves are below!



JALECO

## BRAWL BROTHERS

SUPER NES

PLAY THE JAPANESE VERSION

As soon as the white "Jaleco" screen comes up, press these buttons in this order quickly and repeatedly: B, A, X, Y. You will hear a slashing noise and see a black and grey mixed-up screen with a small white dash blinking in the middle. Now, press START, and a similar screen will show up. At this point, press DOWN on the pad 3 times, and then

press START. An option mode will show up with a faded title in the background from the Japanese version of this game. Set your options, and exit the screen. The Japanese title screen will now appear. Move to the kind of game you want. There are a few differences in the normal game and a couple of new options in the VS. Mode - like a Time Attack!



At the "Jaleco" screen, do the trick with the specific buttons.



You will be able to access the Japanese version of the game.



**In 1993, the world's fastest  
Formula One Driver  
is tearing apart the world  
of Indy car racing.**

**In 1993, a video game company  
will introduce a racing game  
that is simply the fastest,  
and most realistic racing game  
ever available for the Super Nintendo.**

**The name of the company  
is Gametek.**

**The name of  
the game is...**

**1-800-320-GAME**

<b>KONAMI</b>	<b>CYBERNATOR</b> ★★
<b>SUPER NES</b>	<b>NAPALM WEAPON</b>

There is a new, hidden weapon in this game called Napalm that will allow you to take out enemies in no time. First, you must do a walk-through of the first level. **DO NOT** shoot anything until you get to the first boss. Destroy the first boss, but don't shoot either of the side guns. You must come out with 2800 points when your mission is complete.

At the beginning of the second mission, you will be flying through a field of asteroids and enemies. If you get destroyed here, you will lose the Napalm weapon and will have to do the trick all over again. You will see that it is very easy to destroy the second boss using this new weapon. From here, you will be able to continue, and keep this weapon.



Go through the first level without shooting anything.



When you get to the boss, shoot only him to get Napalm.



<b>MICROPROSE</b>	<b>SUPER STRIKE EAGLE</b> ★★
<b>SUPER NES</b>	<b>MISSION PASSWORDS</b>

Here are the passwords for every mission of Super Strike Eagle for the Super NES. At the title screen, press SELECT for the saved-game code entry screen. Put in the following passwords for any of the missions:

**LIBYA DAY**  
066F87FH

**LIBYA NIGHT**  
062H869D

**GULF WAR DAY**  
CGGG4724

**GULF WAR NIGHT**  
90B68G8C

**KOREA DAY**  
057F4902

**KOREA NIGHT**  
HF3H09H8

Robert K. Howe  
Long Island City, N.Y.



Press SELECT to access the saved-game entry screen.



Put in any one of these codes to access different levels.



<b>SEGA</b>	<b>ECCO THE DOLPHIN</b> ★★
<b>GENESIS</b>	<b>INVINCIBILITY</b>

At any level in the game, find what you need to get past that level, and then you will be faced with a description of the next level and a password. When this screen appears, press and hold the A button and then START. The game will pause. Unpause and there will be no music. It works if you don't die.

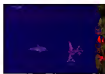
Jimmy Dougherty  
Dublin, CA



<b>SEGA</b>	<b>ECCO THE DOLPHIN</b> ★★
<b>GENESIS</b>	<b>SHARKFIN CODE</b>

When you start the game, swim to the left to access the password screen. Now, put in the code, SHARKFIN. Press START, and a description will tell you that you are in the lagoon area. Your sonar will now freeze and kill jellyfish. Plus, you won't need to come up for air.

Thiphauleng Phanekham  
NSW, Australia



# WE'LL BLOW YOU AWAY!



**R**olling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action-packed megs!
- **9** nasty new weapons!
- **11** intense hidden areas!
- **P**assword support!



**namco**

The Game Creator™

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**E**xplore your way through legions of terrorists!

**T**ake a ride on the wild side!



**B**reak out the heavy weapons!

**R**ide the waves!



**S**ent down terrorists in exotic locations!

**S**hoot at an angle!



**M**et weird green guys and shoot them!

**F**irst class!



**M**ultitask robot watch dogs!

**E**xplore vast underground bases!



NAMCO HOMEENTERTAINMENT, INC.  
110 Denver Street, Suite 3  
San Jose, CA 95128-1100  
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# IF IT'S ON THE TOUR, IT'S IN THE GAME.

It's tee time. And your chance to join the world's most exclusive tour. The greatest golfers, the toughest tournaments, the biggest prize money. Everything you'd expect from the **PGA TOUR.**

It's all here in **PGA TOUR Golf II**. The brand new version of the greatest golf game anywhere.

You go head to head with 60 of the best pros ever to stalk eagles.

Like Couples, Lietzke, Stadler, Sindelar, Azinger, O'Meara. All the big money players.

PGA TOUR II delivers a much bigger course in golf. Six unique TPC courses and a fantasy course. Including these new ones: the TPC at Eagle Trace, TPC of Scottsdale, and TPC at Southwind. And five actual PGA TOUR tournaments. Plus the ultimate big money shootout: A new skins challenge on any course.

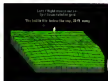
Every hole's designed from the original course blueprints. Right down to each hazard, bunker, green, fairway, and rough.



PGA TOUR II now has a hole and draw meter for hitting letter-perfect tee shots.



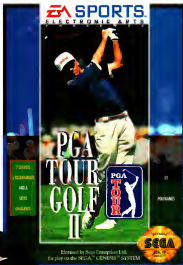
Take your best shot at the new skins challenge. If you're on top of your game, you'll hit the big payout.



The 3-D putting grid rotates so you can see every wrinkle. Use it to read every green like a pro.

With each course built from the original blueprints, you face all the hazards the TOUR pros do.





So now you go a lot farther on the PGA TOUR. With awesome new graphics. A fade and draw meter for improved shot control. More stats than ever. Like average hole scores vs. par, number of holes in one, your winnings in the skins challenge. And new digitized sounds. Including sports-caster Ron Barr as the tournament announcer.

You better be on the ball if you want to win any prize money. The roughs are a

jungle, the sand traps, a desert. Wind conditions and 10 ball lies can drop you from the leaderboard faster than you can say bogey.

Luckily, 10 TOUR pros give you a course on how to play each hole.

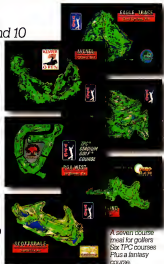
They'll even play right alongside you. And rotating 3-D putting grids give you a map on how to attack the greens.

EA SPORTS™ coverage follows every bounce of the ball. With multiple camera angles. Instant replay. A new Hole Browser™ that lets you be the cameraman. Plus battery back-up saves it all: tournaments, players, prize money, and stats.

Score this game of golf. Call (800) 245-4525 anytime. Or see your local Electronic Arts dealer. And go the distance on the PGA TOUR.



If you're on top of your game in tournament play, you'll make a name for yourself on the leaderboard.



A seven course trial for golfers. Six TPC courses. Plus a fantasy course.

**EA SPORTS**  
ELECTRONIC ARTS

If it's in the game, it's in the game.



96 cents for first minute  
75 cents for each additional minute

If you are under 18, be sure to get a parent's permission before calling. Hintline requires a Touch Tone telephone. Messages subject to change without notice. PGA TOUR, THE PLAYERS Championship, TPC at Sawgrass, TPC at Eagle Trace, TPC of Scottsdale and TPC at Sawgrass are registered trademarks used by permission. Sega and Genesis are trademarks of Sega Enterprises, Ltd. EA SPORTS and Hole Browser are trademarks of Electronic Arts.



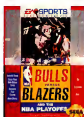
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and receive \$10 OFF  
any title shown!

CHECK IT OUT!

# SEARS

# FUNTRONICS

YOUR **EA** SPORTS™ PRO SHOP



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**EA SPORTS**  
ELECTRONIC ARTS

SEGA

## STREETS OF RAGE 2



GENESIS

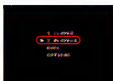
## SAME CHARACTER CODE

If you've always wanted to play a two-player game using the same characters, just utilize this trick. This is how to do it: You must have two controllers plugged into your Genesis machine. On the title screen, press and hold RIGHT on the first controller and the B button at the same time. On the second controller, press and hold LEFT and the A

button. With all of these buttons held on both controllers, press the C button on the second controller. On the next screen that shows up, pick a two-player game. When the "Select Player" screen appears, players 1 and 2 will be able to pick the same characters. These characters look identical to one another, so be careful to watch which one you are.



Do the trick with both controllers at the title screen.



Choose the same character on a two-player game!



U.S. GOLD

## FLASHBACK



GENESIS

## DESCRIPTION OF TRICK

Here is every code for all categories on Flashback:

## EASY

1. PIXEL
2. BESTY
3. PANCHO
4. STUDIO
5. TOHO
6. AKANE
7. INCBIN

## NORMAL

1. FALCON
2. DATA
3. MILORD

4. QUIKY
5. BIJOU
6. BUBBLE
7. CLIP

## EXPERT

1. CLIO
2. ACRTC
3. BLOB
4. STUN
5. MIMOLO
6. HECTOR
7. KALIMA

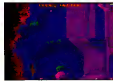
Tyler LaGrange  
Winter Park, FL



Highlight the Password option here on the title screen.



Enter the passwords for each and every difficulty level.



VIC TOKAI

## SUPER CONFLICT

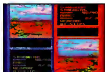


SUPER NES

## CHANGE COMPUTER'S WEAPON

This strategy game is a real challenge. Wouldn't it be nice to ease up the computer's firepower? This trick will allow you to do just that. When you are engaging in a computer battle, you can switch his weapon before he fires it by repeatedly pressing the B button on controller 2 until it changes.

Mark Macias  
Bakersfield, CA



TECMO

## TECMO SUPER NBA BASKETBALL



SUPER NES

## DIFFICULTY SELECT

Is the action in this sports title getting too tough, or not tough enough in the Pre-Season games? If it is, then here is the answer: Select a Pre-Season game and before you choose a mode of play, put the arrow on the word "Control" and press the A button to get a difficulty selection screen.


Jeff Pope  
Sturgis, MI



<b>KONAMI</b>	<b>CYBERNATOR</b>
<b>SUPER NES</b>	<b>INCREASE TO 6 CREDITS</b>

With this generous trick, you will be able to have an increase in credits up to 6 instead of the normal 3! First, wait until the Konami logo has passed, and then at the demo before the title screen appears, press and hold these buttons: L button, R button, and UP on the pad. Then, press START. Keep holding these buttons when the title screen appears and

press START again, and do this once more when the Game Start option is highlighted. Let go of all buttons and play past the first level to see your credit gain!



<b>NINTENDO</b>	<b>STARFOX</b>
<b>SUPER NES</b>	<b>ROTATING SHIPS</b>

First, you must collect a continue on any level. After the game is over, and the Continue screen appears, press SELECT on controller 2 and then B to change into any enemy ship. By using the pad, and different button combinations, you can scale, rotate and duplicate these ships!




Pat Dolan  
Rockford, IL

<b>DATA EAST</b>	<b>DRAGON'S LAIR</b>
<b>SUPER NES</b>	<b>LEVEL PASSWORDS</b>

If you would like to bypass some of the levels in this game, these passwords should help you out. First, move to the Password option and then go into the code screen. When you are there, use your axe or sword to change the question marks into letters on the following numbered platforms. (Example: 2/D = platform 2, letter D).

Past level 1: 2/D, 4/C, 6/A, 8/B

Past level 2: 1/B, 2/D 7/A, 8/C

Past level 3: 3/D, 4/B 5/C, 6/A

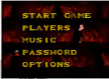



Final level: 1/A, 3/B 5/C, 6/D

Bobby Yense  
Louisville, KY

<b>START GAME</b>	<b>PLAYERS</b>
<b>MUSIC</b>	<b>PASSWORD</b>
<b>OPTIONS</b>	

Move to the Password option and go into the code screen.

Use your weapons to change each password to your liking.

<b>TAITO</b>	<b>SONIC BLAST MAN</b>
<b>SUPER NES</b>	<b>VERY HARD DIFFICULTY</b>

This trick will let you access a new difficulty level. At the title screen, hold the top L and R buttons and then press START. Instead of Sonic Blast Man saying, "Take That," you'll hear a woman's scream. This indicates that the trick has worked. Go to the options and pick VERY HARD. The game will now be extremely difficult.




## TRICKMAN GETS EVICTED!

It seems that our absent-minded purveyor of tricks has gotten into trouble again. Not only has he been putting in more time at the office, but with his court case coming up, he just hasn't been his same jolly self. It has gotten so bad that he forgot to sand in his monthly rent! So when he came home last Monday, he found himself locked out of his pad. Please, send in more tricks. We are getting very tired of seeing him sleeping in his chair. He also could use a shower and a change of clothes!

If we use your trick, you'll be immortalized in the pages of the magazine! Hurry! Trickman is starting to reek! Send your gaming goodies to: Tricks of the Trade, Sands, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

While we've got it in this print to make our readers happy... Jumbo Publications, Inc. is not responsible for the substitution of similar or identical ads, and is not obligated to accept any game units in these spaces which contain information that has already been printed or was previously received by the staff of the magazine or any affiliated publication or media source. In the case of free circulation ads being submitted the first 50 successful will be chosen as the winner. Check the game pieces per issue. You must print your name and address on the actual letter for us to show you results. Final selection of games is up to us. The ultimate game systems are NES, GameBoy, Genesis, SNES, SNK, Lynx, Game Gear and 32Bit. Trickman gets evicted by us.

AT LAST...  
USER-FRIENDLY  
FOOTBALL!

FOOTBALL

FURY



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and *play*? FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

American Sammy Corporation  
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# NEXT WAVE

## NEW SOFT NEWS

It's CES time again and here we are for another edition of the New Soft News. Here is but a brief list of what to expect from the companies at this summer's CES Show in Chicago.

Nintendo certainly isn't slowing down these days. They have two new games in the works for the Super NES system. Remember Mario from the second GameBoy adventure? Well, he's starring in a new game called Mario & Wario! This game is expected to be a mouse game but no further details were given. Also, look for Yoshi's Road Hunting on its way to the Super NES using the Super Scope 6 gun.

There's more info on Bignet's Riddick Bowe Boxing. This game will be coming to the Super NES, GameBoy, Game Gear and the Sega CD! Bowe knows systems. Also from Bignet comes Warrior of Rome 3 for the Genesis and Battletech for the Genesis and the Sega CD. Electronic Arts will have a new basketball title starring the one and only Shaquille O'Neal. Head into the realm of magical adventure with FCI's Might + Magic 3. This new adventure will be playable on the Super NES and the Genesis. Domark changed Team Williams Grand Prix to Formula 1 Racing.

Watch for these surprises and more in upcoming issues. And for those attending the CES, we'll see you there!

## NINTENDO

## SUPER MARIO COLLECTION

### SUPER NINTENDO

### ACTION

### CARTRIDGE



Remember the desert thrills of SMB 3? Doesn't it look better now?

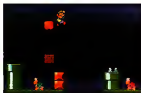
Listen up all you Mario maniacs out there! All your favorite Mario games from the NES are coming to the Super Nintendo in one big 16-Meg cartridge entitled the Super Mario Collection. This cart is comprised of the four following games: the original Super Mario Brothers, Super Mario Brothers 2 (which was never seen on these shores), the epic Mario 3 and Our Mario 2, where our favorite plumber took on Wart.

As you can see by these pictures, the graphics have been improved tremendously, and the music is better, too. If you are worried that your favorite tricks and glitches (like Mario walking through the wall) are gone, believe me, they have been deliberately programmed into this great collection!

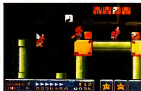
Old fans will shed tears of nostalgia at the now gorgeously detailed, but still recognizable landmarks from the classic 8-Bit versions. Of course, new generations will marvel at the incredibly addictive and challenging game play that these revitalized titles deliver to their screens.



The original Super Mario Brothers has never looked this good!



The elusive Mario 2 can now be seen by American players!



The huge quest you'll face in Mario 3 is better than ever before!



Our Mario 2 (called Mario USA in Japan) brings the dreamworld alive.



# Stone Age Action!



# Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



**Taito**

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CAPCOM

## STREET FIGHTER 2 TURBO EDITION

SUPER NES

FIGHTING

CARTRIDGE

After what seemed like forever, Street Fighter 2 Turbo Edition is finally coming to the Super NES! Yes indeed, all the moves you liked in the arcade are here! Play as the boss characters, too! No stupid trick for that one!

The game play has been sped up to lightning speeds. It plays as well as the previous Super NES SF2, but looks even better, as you can tell from the pictures. All the new moves, like Honda's flying butt slam, and Ryu and Ken's in-the-air Hurricane Kicks. Even Chun Li has her fireball!

You can expect this arcade wonder to hit your Super NES very soon. Is it worth the wait? You bet! Street Fighter 2 Turbo Edition may just be the ultimate fighting game!



Now you can play as the bosses without any special codes!



The game has been redrawn with even better graphics and animation.

DATA EAST

## DASHIN' DESPERADOES

GENESIS

ACTION

CARTRIDGE

A new game by Data East is making players turn their heads. Entitled Dashin' Desperadoes, you and an optional friend must race against each other in pursuit of the girl of your dreams.

A bunch of nifty obstacles stand in your way, but you have a handful of bombs to clear your way. Believe it or not, this game is quite amusing. It plays good, too!



Your girlfriend has been kidnapped! Bomb the enemy's car to save her!



# the HUMANS™



## The Survival Of

Roll over Darwin, THE HUMANS™ have finally evolved. The best-selling PC game is now the coolest game available for the Sega™ Genesis™. Love, death, food, setting things on fire, all the things that make video games great are here.

Discover stuff like The Spear, Fire, The Wheel, Rope, and Gravity. You'll need all the tools you can get to survive. It's a frantic race against time, with dinosaurs, logic, and the laws of physics standing between you and the next rung on

**KONAMI****CASTLEVANIA: BLOODLINES****GENESIS****ACTION****CARTRIDGE**

Konami is bringing yet another of their great video game series to the Genesis. The newest game in the Castlevania series looks to be hot! Subtitled Bloodlines, look for an all-new quest for our favorite vampire slayer! Once again, our hero is armed with his trusty whip and a few items he finds along the way. He must do battle with the creatures of the night, and bring peace back to Transylvania.

Castlevania: Bloodlines is definitely a top-notch cartridge. Like its predecessors, it features highly detailed backgrounds and a chilling soundtrack. Now Genesis fans can get a taste of what Super NES players have been drooling about. Castlevania: Bloodlines is on its way!



This is it! The first picture of Castlevania: Bloodlines!



It is up to the hero of Castlevania. Is he ready to conquer the evil hordes?

**DATA EAST****MONDAY NIGHT FOOTBALL****SUPER NES****SPORTS****CARTRIDGE**

A brand new football game is on its way. Just like on TV, you can experience the thrills and spills of the real thing. Tremendous scaling effects are predominant throughout, from the simple toss of the coin to the kickoff.

The graphics are very crisp, and the players are quite detailed. If you are an armchair quarterback, this game is for you.



As the ball is punted into the sky, the players scramble to catch it.

**Each box of HUMANS includes:**

- ◆ Over eighty Insomnia-inducing unique levels
- ◆ Hundreds of HUMANS, hand rendered to scale size with painstaking realism
- ◆ A generous helping of nasty pitfalls and horrible beasties
- ◆ Funky tribal bongo music

Manufacturer does not claim responsibility for sweaty palms, nausea, obsessive compulsive behavior, or skin rashes caused by frustration.



# The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

**Keep The Tribe Alive.**

**GAMETEK**

**KONAMI****TMNT - TF****SUPER NES FIGHTING CARTRIDGE**

For those of you wondering if Konami would ever make another Turtles game, here lies the answer. The new game is rather similar to your typical street fighting game. You must master a variety of special moves in order to defeat a number of foes.

As one could expect with the Turtles, you get an exciting spectacle of martial arts with high-tech technology. All the turtles are here, along with all their friends and enemies. Even the vicious Shredder is here, and he and his Footclan seem tougher than ever!

Though this cart is unlike its predecessors, it still packs in the fun and thrills of the Turtle comics, cartoons and movies.



Leonardo strikes a clone of himself. It's character vs. character!



Fight and train in places all around the city to hone your battle skills.



Play as the evil Shredder, and really kick the shell out of your opponents!

**NAMCO****BATTLE CARS****SUPER NES****ACTION****CARTRIDGE**

In a future world beset by wars, pollution and anarchy, there is only one thing to quench the population's thirst for entertainment, hence the Battle Cars. Take to the tracks and arm your special race car. If you have nerves of steel, and reflexes to match, you might be able to survive. Choose to fight a friend or the computer opponent. Plenty of play options give this cart a lot of life.

Battle Cars makes extensive use of the Super NES's Mode 7 capabilities. The tracks fly by at incredible pace, and lots of racing action mix with fast and furious shooting for a real challenge. Battle Cars has plenty of techniques, depending on what track you are on, and what weapons you have. This is the sport of the future.



In your typical solo run, you will meet with some real savage opposition.



A two-player firefest is possible in Battle Cars. Get your guns ready!

**ACCOLADE****BRETT HULL HOCKEY****SUPER NES****SPORTS****CARTRIDGE**

To invoke the feelings of the popular sport of hockey, you can try Brett Hull Hockey. It is an intense simulation of everyone's favorite violent ice sport.

Brett Hull Hockey has a unique point of view, never before seen in a hockey game. Similar to the view shown in the Madden games, you get the feeling of looking over the rink. Extensive options let you have complete control over your characters. Digitized players are also shown to enhance the realism.

Al Michaels is the announcer of the game, and his voice is smooth. Other neat features include fights, players getting fatigued, and penalties. Brett Hull Hockey is a realistic simulation that shouldn't be missed.



At the faceoff, try to get the puck to your players ASAP, then score.



See how the screen scales when you play this radical sports cart.

OVER  
\$30,000  
IN PRIZES

# CALIFORNIA

## GAMES II



### ULTIMATE CHALLENGE

#### Snowboarding



**Grand Prize  
(1 winner)**  
Stereo System  
(\$2000.00 in value)

#### Snowboarding

**Grand Prize  
Winner**

**Erik Herman**

#### Bodyboarding



**Grand Prize  
(1 winner)**  
Stereo System  
(\$2000.00 in value)

#### Bodyboarding

**Grand Prize  
Winner**

**Ed Inglesby**

#### Hang Gliding



**Grand Prize  
(1 winner)**  
Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)

#### Hang Gliding

**Entry  
Closed**

#### Skateboarding



**Grand Prize  
(1 winner)**  
Stereo System  
(\$2000.00 in value)

#### Skateboarding

**Entry  
Closed**

#### Jet Surfing



**Grand Prize  
(1 winner)**  
Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)

#### Jet Surfing

**Entry  
Deadline  
6/30/93**

#### In Each Event:

**2nd Prize (1 winner)**  
**3rd Prize (1 winner)**  
**4th Prize (2 winners)**  
**5th Prize (30 winners)**

**Camcorder, (\$1000.00 each in value)**  
**Video Laser Disc, (\$600.00 each in value)**  
**Compact Disc Player, (\$250.00 each in value)**  
**Boy London Watch, (\$50.00 each in value)**

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette"? Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

#### Rules

- Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it for: **DTMC Inc., "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.**
- **Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.**
- If your score stands at the end of the event, you'll win the GRAND PRIZE for that event! Of course, you can keep playing and send in another score should you top yourself!
- All other prizes will be awarded based on other top scores for each event! In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prizes. The decision of the Judges in the selection of the winners is final. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.
- Neither DTMC Inc. nor the judges will be liable for lost or misdirected mail. Incomplete entries are ineligible. Employees, families and affiliates of DTMC Inc., EPX Inc. and Silicon Sorcery are not eligible to enter. Not sponsored by Nintendo. This contest is open to residents of the USA and Canada only. This contest is subject to all federal, state and local laws and regulations. Void where prohibited.
- Winner names, photos and prize information may be used by DTMC Inc. for promotional or advertising purposes without further compensation. To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn off the lights in the room and take your best shot.

LICENSED BY

**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM II



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SEGA

## CD SONIC

SEGA CD ACTION CD-ROM

Well it's official: CD Sonic is coming to America. Now privileged Sega CD owners can play the latest, not to mention the greatest hedgehog game! CD Sonic is filled with all-new friends and dangers, including someone who may be Sonic's sister!

As can be expected, the backgrounds are even better than before, and with the addition of CD music, this cart will be a blast (processing that is...). The animation is as sweet as ever, and this is one game no hedgehog fan should be without!

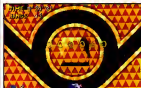
Is Doctor Robotnik up to his evil schemes again? I guess you'll have to read future issues of EGM to find out!



Could this character be Sonic's long lost sister? It's quite possible...



It is obvious to any Sonic fan that the already great graphics have improved!



This super loop is one of the many new features you'll find in CD Sonic.

VIRGIN

## DUNE II

GENESIS STRATEGY CARTRIDGE

Enter the world of Dune. A desolate place where three warring groups fight for power and a substance called spice. Control one of the groups, mine for spice, battle your opponents, and learn the ways of Freeman. Choose from the Harkonnen, Atreides, or Ordos. Each has strengths and weaknesses. It is up to you to exploit them and survive.



Look for spice around Dune. In this desperate world, spice is power.

SEGA

## VIRTUA RACING

GENESIS DRIVING CARTRIDGE

One of the most inspiring racers of all time is now coming to the Genesis. It's Virtua Racing at home! Now you can race your car at lightning speeds in your living room! Won't that be exciting? Even though this is just a cart, it contains the scaling and rotation of its arcade counterpart. Rev up your engines, and scream down the track with Virtua Racing.



The polygon graphics reflect the arcade version almost perfectly.

GAMETEK

## NIGEL MANSSELL'S WORLD CHAMP. RACING

SUPER NES

DRIVING

CARTRIDGE

A totally hot new racing cart is coming this way from the folks at Gametek. Based on one of the best F-1 car drivers, this game puts you behind the wheel of a Renault F-1 engine SFX. Race on F-1 circuit, and choose from several weather conditions to have a new game each time. Your opponents are professional racers, who will ensure that you'll have a real challenge on your hands.

The graphics are done very well. Nigel Mansell's World Championship Racing may just be a winner like the name from which it's licensed. It sounds good, and the top-notch controls simulate being on the road at breakneck speeds. For a real good time of racing pick this cart up. You'll be surprised.



Try to select a course that will teach you the basics of F-1 racing.



This is high speed Super NES driving at its best. Buckle up for action!

# STREET COMBAT



## HAVE A BRAWL WITH SUPER NES GRAPHICS!

**THE ACTION** Put up your dukes for knock-down, drag-out **YOU OUT!** action with Street Combat.

Eight great characters leap, kick and grapple on skyscraper beams, in the jungle, gritty back alleys, a wrestling ring, the top of a truck, and more. Punch up two-player simultaneous play. Super NES sound and graphics will boggle your mind. Get your fists on Street Combat today!



**SUPER NINTENDO**  
THE SUPER NINTENDO SYSTEM



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Fax: (206) 882-8038

**MAXIS**  
**SIMANT**

**SUPER NES EDUCAT. CARTRIDGE**

If you want to learn something, yet still enjoy yourself, try taking a look at SimAnt by Maxis. You control a small ant population from start to finish. Learn about ant behavior as you forage for food, dig tunnels, or fight for territory against other insects.

Realistic scenarios will teach you about the life of an ant. Build your nest, and watch your colony grow. A number of decisions will test your mind. Where will you find your food? Can you defeat the red ants that threaten to move into your territory?

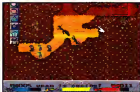
Just like the computer version, SimAnt offers hours of fun. If you liked SimCity, you're bound to like this one!



Search the outer world for food, and fight other ants for territory.



Use a variety of tools to figure out the ant's behavior patterns.



Protect your queen from invading ant armies, or your nest will suffer.

**KONAMI**  
**TMNT - TF**

**NES FIGHTING CARTRIDGE**

It seems that Konami has a whole lineup of hot action carts. Not to be left out is the NES, which is getting an awesome Turtles fighting game. Like the Super NES version, play as one of many TMNT characters. Only the Teenage Mutant Ninja Turtles could appear on the NES like this! The graphics look hot, and the fighting is among the best!



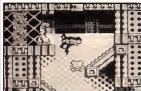
You can even fight as your favorite TMNT character from the show!

**KONAMI**  
**BATMAN: ANIMATED SERIES**

**GAMEBOY ACTION CARTRIDGE**

The Caped Crusader is once again appearing on the GameBoy. This time, it is based on the popular animated series.

It seems that the Joker is up to mischief again, and it's up to Batman to stop his latest and most horrible plot. Your GameBoy will rock with the intense action this cart provides. It looks good and is coming soon from Konami.



Fight the Joker's clowns as you try to take their boss down.

**JVC**  
**THUNDERHAWK**

**SEGA CD**

**SIMULATION**

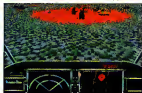
**CD-ROM**

Blast off in one of the most advanced helicopters, in one of the most advanced CD games. ThunderHawk is an involving simulation of actual copter combat. Travel around the world to destroy enemy tanks, APCs and bases. Trouble could strike at anytime, and anywhere, but if you keep your wits about you, you'll come out on top.

Thunderhawk is very impressive, but it has to be seen in motion to be truly admired. The textured backgrounds and detailed enemies are very, very cool. There is so much scaling and rotation you'll be freaked out! Thunderhawk seems like it will be one of the better Sega CD flight sims, as it looks really exciting and plays quite well.



Graphics cinema displays show all you need to know about choppers.



See how the screen rotates and scales to enhance the flight's realism.



# NEXT WAVE

LAST MINUTE UPDATE

VIRGIN

## COOL SPOT

SUPER NES	ACTION	CARTRIDGE
-----------	--------	-----------

Oh No! All your Cool Spot buddies have been captured, and it's up to you to save them! It's an action-packed adventure that's a riot to play. This cart is ported over from the Genesis version, but it is now even better! Great thrills from a great game!



VIRGIN

## JUNGLE BOOK

SUPER NES	ACTION	CARTRIDGE
-----------	--------	-----------

In the flavor of the great Disney classic, you are a young boy who must learn the ways of the jungle in order to survive. Befriend a number of characters, and learn a few things as you journey forth. A colorful game that lives up to its famous name.



INTERPLAY

## CLAYMATES

SUPER NES	ACTION	CARTRIDGE
-----------	--------	-----------

After being turned into a pile of clay by an evil witch doctor, you decide to try to regain your human form. To do this, you must play through a variety of strange worlds, where your only weapon is the ability to transform into other forms. For example, you can climb trees as a cat or run lightning fast as a mouse. Claymates has you transforming all the time!

Claymates is an exciting action game by Interplay. The backgrounds resemble a cartoon, and fit the theme of the game quite well. The control is top-notch, and the action is addicting. Secrets abound in Claymates, and trying to find them all is an adventure in itself. The sound effects are very well done, and it seems that Interplay has done a swell job with this game. Where else can you change forms so many times?



The map layout shows where your next level will take place.



A barking mouse? Anything is possible when you're a hunk of clay!



Climb the highest trees when you're changed into Muckstar the Cat.



Globmeister can hurl acorns at enemies to defeat them quickly.



It's always easy to claim that you know everything there is to know about fighting games, but now all that's changed. Interplay's new 16-Meg Clay Fighter cartridge is the weirdest, strangest, most unusual fighting game to date! You control one of eight characters of the most bizarre origins. First there is the spine-tingling Bad Mr. Frosty who likes to put his opponents on ice. Then there is the Impersonator who looks suspiciously like Elvis. When that guy sings, look out! The Blob morphs and forms into a variety of weapons to conquer his foes. The psycho clown Bonkers is really quite mad, and likes to pummel people with his hammer. Next in the lineup is Crusher, a strong freak who can mash you into the ground. Another interesting character is Ghost Guy, a spook who fights with spirit. Mr Taffy is a bendable foe, and Val won't quit till the fat lady sings.

Clay Fighter uses digitized characters similar to Mortal Kombat, but instead of real people, it has actors made of clay. The whole effect is very impressive. Add in to this the fact that there are awesome bonus rounds, and you have a great game. I can honestly say that this is the most unusual fighting game ever.



The Mode 7 rounds are a real test of your skill and stamina.



**INTERPLAY**  
**CLAY FIGHTER**

<b>SUPER NES</b>	<b>FIGHTING</b>	<b>CARTRIDGE</b>
------------------	-----------------	------------------



The Bad Mr. Frosty chucks snow at foes as an offensive maneuver.



The mighty Blob may be the most powerful character in Clay Fighter.



The living powerhouse, Crusher is very strong and quick to boot.



The valkyrie Val can really kick butt with all her special attacks.



The Elvis Impersonator plays ear-shattering tunes just for you.



The killer clown, Bonkers, has a whole bag of tricks in store for you.



Ghost Guy is a special spook who likes to gnaw on his victims!



The tangly Mr. Taffy twists and turns before he tosses you to the floor.



VIRGIN

## SON OF CHUCK

SUPER NES ACTION CARTRIDGE

Chuck Rock, everyone's favorite cave dude, has just had a son! His baby boy is off on a grand adventure just like his dad, and he will have to learn how to make use of tools, and avoid the likes of some nasty dinosaurs.

Son of Chuck plays just like the original Chuck Rock, but with more technique and better control of your character. The graphics are what you'd expect: clear and crisp. The music is lively, and makes it seem like you are actually in the prehistoric world. If you liked the first game, with all its little jokes and comical animations, then you'll love Son of Chuck. It's a chip right off the ol' block! All the fun of the original plus more.



Giant dinosaurs still roam the Earth. Try not to get stepped on.



Avoid the many dangers found in the prehistoric world, especially spikes.

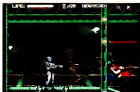


Watch yourself on the electrical wires or you'll be a fried cavebaby!

VIRGIN

## ROBOCOP VS. TERMINATOR

SUPER NES ACTION CARTRIDGE



Pulp this waste of human life. Crooks like this are everywhere.

You'll see what happens when two powerful cyborgs meet in Robocop vs. Terminator. In an all-out firefight, you portray Robocop, defender of New Detroit. While stopping the criminals who are plaguing the city, you come across a group of cyborgs whose power rivals your own. When you find out that they are from a possible future, you travel forward through time to stop them. Along the way you'll meet some familiar faces like the awesome ED-209 robot. Defending the city has never been this rough.

Robocop vs. Terminator is a graphic journey through time. The entire game is fast-paced, and the plentiful enemies are tough!



Say hello to the infamous ED-209. This robot has gone haywire again.



The second boss is the next generation of Robocop!



Here is one of the Terminator units. Destroy it before it destroys you!

REVELL/MONOGRAM

## POWER MODELER

SEGA CD DRIVING CD-ROM

With the power of the Sega CD you can live the dream of every automobile lover. In Power Modeler you can build yourself your dream car, then drive it out on the



Now you can build your car and drive it too. It's a real trip!

road. Lots of digitized graphics and driving sequences filled with scaling and rotation make this one CD you can't be without. A great idea for a racer.



Customize your car so you can maximize its performance.

# NEXT WAVE DIRECTORY

## NINTENDO

Magic Circle World	Amer	Sony
Trolls in Candy Land	Amer	Soft
Dragon Warrior 4	Enix	
High Moon Wild Dampson	GameTek	
Mickey's Safari	H-Tech	Exp
Pro Sport Hockey	Jaleco	
Young Indy	Jaleco	
Kanami Grand Prix	Konami	
Adams Family Attraction	Ocean	
Carnis the Menace	Ocean	
Wizard of Oz	Sets	
Hoppy Enter Actar	Soft	
Where's Waldo 2	THQ	
Brinkness	Trus	
Indiana Jones: Last Crusade	UBLI	
Prince of Persia	Virgin	

## SUPER NES

Mortal Kombat	Acclaim	
NFL Quarterback Club	Acclaim	
Acclaim's World Cup Soccer	Acclaim	
Speed Racer	Acclaim	
Go Metal	Acclaim	
Kaboom	Acclaim	
Pinball	Acclaim	
River Racer	Acclaim	
Super James Pond	Amer	Soft
Super Power Punch	Amer	Soft
Super-Tri Island	Amer	Soft
Football Fury	Amer	Sony
Mighty & Mega 2	Amer	Sony
Diamond Challenge	Amer	Techno
Super Dodgeball	Amer	Techno
Arly Lightfoot	Asio	
Dominix	Asio	
Spellzorb	Asio	
GP 1	Atari	
Kid's Adventures	Bantini	
SD Great Battle	Bantini	
TeeK: Crusaders	Bantini	
Reddy Bowls Boogie	Bantini	
Otaxis	Bullet Proof	
Ashdin	Capcom	
Capcom's NFL Football	Capcom	
Goof Troop	Capcom	
Dan's Dangerous Desperado	Data East	
Monday Night Football	Data East	
Colt Games 2	DMC	
Lester the Unlikely	DMC	
Mountain Sports	DMC	
Flat of the North Star	ElectroBrain	
Future Zone	ElectroBrain	
Legends of the Ring	ElectroBrain	
Balls vs. Blasters 2	Electronic Arts	

## GENESIS

ActRaiser 2	Enix
Dragon Warrior 5	Enix
Chronix Sega	Enix
Superhit 2	Edmore
Reddy Bowls Boogie	Edmore
Ultima 6	FDI
Ultima 7	FDI
Worlds of Ultima	FDI
Beauty and the Beast	Hudson
Dog & Spike Volleyball	Hudson
Flare Goes West	Hudson
Inspector Gadget	Hudson
Super Golemman '90	Hudson
Super 3-D Football	Hudson
Cybernics	Inteplay
Lord of the Rings	Inteplay
Rock & Roll Racing	Inteplay
Rocky Racer	Inteplay
Base! Brothers	Inteplay
Super Bases Loaded 2	Jaleco
Super Empire	JVC
Chester Chouest 2	Kaneko
Fido Duo	Kaneko
Sports the Cat	Kaneko
G 2	Konami
Top Gear 2	Konami
Georg's Kahn 2	Konami
Romance of the 3 Kingdoms	Koe
NFL Football	Konami
Incredible Crash Dummies	LUN
Terminator 2	LUN
Nash's A4-2	Matchbox
F-1 Grand Prix 2	Mc 10 River
Super Volleyball	Mc 10 River
Super Scrobble	Mint Body
Championship Wrestling	Natsune
Special Top Shot	Nintendo
Dennis the Menace	Ocean
Arly Lightfoot	Asio
Dominix	Asio
Spellzorb	Asio
GP 1	Atari
Kid's Adventures	Bantini
SD Great Battle	Bantini
TeeK: Crusaders	Bantini
Reddy Bowls Boogie	Bantini
Otaxis	Bullet Proof
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Dan's Dangerous Desperado	Data East
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Colt Games 2	DMC
Lester the Unlikely	DMC
Mountain Sports	DMC
Flat of the North Star	ElectroBrain
Future Zone	ElectroBrain
Legends of the Ring	ElectroBrain
Balls vs. Blasters 2	Electronic Arts

Element Champions	Sega
Ball Strike	Sega
Ranger X	Sega
Rain of the Dragon	Sega
Shudaman	Sega
Sonic the Hedgehog (CD)	Sega
Spider-Man (CD)	Sega
Toe Jam & Earl 2	Sega
Wing Commander (CD)	Sega
World Series Baseball	Sega
ESPN Baseball	Sony Imagesoft
ESPN Football	Sony Imagesoft
Star Trek: TNG	Spectrum Holobyte
Aero the Acrobat	Tekmo
Patrol Fury	Tekmo
King of the Monsters	Tekmo
Team SuperWolf	Tecon
PI Fighter 2	Tengen
RFI 5	Tengen
Bywater & Twinky	Tek Magik
Thomas the Tank Engine	THQ
Dino Tux	THQ
Time Survives Indy Heat	Tradewest
Strider 2	U.S. Gold
Chi-Chi's Pro Challenge Golf	Virgin
Chuck Rock 2	Virgin
Cool Spot	Virgin
Dave 2D	Virgin
Dem 2	Virgin
Robocop vs. Terminator	Virgin

## DUO

Battle Lode Runner	Turbo Tech
Byword Shadegate	Turbo Tech
CD Zork	Turbo Tech
Deception Journey	Turbo Tech
Dragon Slayer 2	Turbo Tech
Duogun Explorer 2	Turbo Tech
Forgotten Worlds (CD)	Turbo Tech
Gain Ground 6	Turbo Tech
Macross 2036	Turbo Tech
Macross Simulator	Palsoft/Turbo Tech
Overhauled Man 3 (CD)	Webb Designs
Penne 1/2	Turbo Tech
Sonic (CD)	Atari/Turbo Tech
Time Cruise	Feel/Turbo Tech

Star Hawk	Acclaim
TheBlazers	Acclaim
Battle Ping Pong	American Sammy
Trolls	American Software
The Little Mermaid	Capcom
Twisted Pig	Data East
Pen Action Bingo	FDI
Runes of Vistas 2	FDI
High Moon Wild Dampson-Rang	GameTek
Mickey's Safari	H-Tech Expressions
Luna Fishing	Hot B
Felix the Cat	Hudson
Remnant	Jaleco
Scout of Hope 2	Kaneko
Batman (anime)	Konami
Tiny Toon Adventures 2	Konami
T2: Can Op	Konami
Great Grend	Namco
Link's Awakening	Nintendo
Debutant	Ocean
Dennis the Menace	Ocean
Discaria	Sony Imagesoft
Hit the Ice	Tate
The Flintstones	Tate
Swamp Thing	THQ
Indiana Jones: ATLC	THQ

## GAMEGEAR

Mortal Kombat	Acclaim
Desert Strike	Dansk
James Bond	Dansk
Team Williams Grand Prix	Dansk
NFL Quarterback Club	Flying Edge
Hammans	GameTek
Jeopardy	GameTek
Wheel of Fortune	GameTek
Chase H Q	Sega
Chuck Rock	Sega
David Robinson B-ball	Sega
TakeSpin	Sega
NBA Action	Sega
NFL Football	Sega
Real Deal Bowling	Sega
Ran & Stripy	Sega
Tazumans	Sega
Tom & Jerry	Sega
Vampire	Sega
World Series Baseball	Sega
X-Men	Sega
Clis-Clis	Sony Imagesoft
Citiburger	Sony Imagesoft
Discaria	Sony Imagesoft
Hook	Sony Imagesoft
Last Action Hero	Sony Imagesoft
Slinder 2	U.S. Gold
Robin Hood	Virgin

## NEO GEO

## GAMEBOY

Art of Fighting 2	SNK
Clis-Clis	Sony Imagesoft
Citiburger	Sony Imagesoft
Discaria	Sony Imagesoft
Hook	Sony Imagesoft
Last Action Hero	Sony Imagesoft
Slinder 2	U.S. Gold
Robin Hood	Virgin

© GENESIS WORKING TITLE

This listing of upcoming products is current as of May, 1993 and represents future releases announced or planned or under development.

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# PRIME™ PRIME

The most powerful ultrahuman in the world, Prime™ punches through battleships, outflies cruise missiles and eats grenades for breakfast. He is America's mightiest weapon against all enemies foreign and domestic. Now if only he could tell his parents...



## ULTRAVERSE™

Gerard Jones & Len Strazewski • Norm Breyfogle

Illustrations by Bret Blevins and Norm Breyfogle

June '93



GENESIS IS

**SPECIAL FEATURE!**



# JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™

## STRIKE 'EM OUT!

The Madman is dead - but his horrible legacy lives on! His son, who also bears his hideous name, is back with a thirst for vengeance! Combined with the evil forces of an escaped Colombian drug lord, he has now acquired the materials to make nuclear weapons! Only one team can stop him - the garb from Jungle Strike! Even with a defense-cutting new commander-in-chief, the Apache chopper has been replaced with a Super Comanche attack chopper, armed with the three usual weapons: Hydras, Machine Guns and Hellfires!

Electronic Arts returns from the Gulf with its new 16-Meg monster Jungle Strike! Instead of being confined solely to the desert, this time the action takes place in a variety of geographic areas: snowy Alps, arid deserts, misty jungles, and even the Capitol, just to name a few! You are not just confined to flying a chopper; you can also fly a stealth fighter, drive a hovercraft, and even ride a motorcycle! These weapons must be used in order to complete certain levels, and require new skills to master! Fans of Desert Strike: Return to the Gulf will find plenty of challenge in this next mission! So climb aboard for fast and furious combat: this promises to be one of the year's hottest games!

<b>FACT FILE</b>	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ELECTRONIC ARTS</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>JUNE</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>16 MEG</b>	<b>9</b>	<b>ACTION</b>	<b>95%</b>



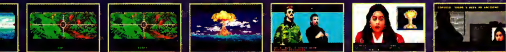
### VEHICLE CONTROLS

Pausing the game calls up a monitor and its surrounding controls. There are three options that can be accessed. MAP (A) shows the entire area of the mission, MISSION (B) briefs you on your objectives, and STATUS (C) goes over the current situation of the mission.

### YOU MUST USE THE WINCH IN EACH MISSION

There are many times when it is necessary to use the winch, whether it's for retrieving fuel and ammunition, or for rescuing war prisoners.





## TAKE CONTROL OF FOUR FULLY ARMED WEAPONS OF WAR!

### ATTACK CHOPPER

The first attack vehicle available with excellent air-to-ground attack.



GUN



HYDRA



HELLFIRE

### HOVERCRAFT

Obtained in the second mission. Has the ability to move on land also.



GUN



MINE



ROCKET

### MOTORCYCLE

Use this in mission five to eliminate the ground-to-air missile launchers.



GUN



HYDRA



MINE

### F117 STEALTH

Mission seven has the stealth fighter with unlimited fuel and ammo.



GUN



HYDRA



IRONBOMB

## SELECT AN ABLE COPILOT TO FLY ALONGSIDE YOU BEFORE COMBAT!



**MIKE  
SIERRA**  
"MR. 3-D"

Still smells like the Academy. Mr. 3-D can pluck the pimento out of an olive with the winch, but can't hit a white whale on a black background.

Copilot



**SCOTT  
ANTONIO**  
"EGO"

Ego is the most focused copilot of the group. He doesn't have a life, and doesn't want one. He's average with the gun and winch. Always ready.

Copilot



**GRANT  
FOSTER**  
"FACEMAN"

He's a hot gunner but his winch skills could freeze a campfire. Recruited from a local arcade, every mission is a game to him.

Copilot



**ROSALIND  
D**  
"ANNIHILATOR"

She's a tough tenacious copilot that's a force to reckon with. Roz is good at everything except her aim is a bit on the shaky side.

Copilot



**J.W.  
FENNEL**  
"WILD BILL"

Wild Bill's the best of the bunch, just ask him. He's the top gunner and he uses the winch like a lasso. He learned the rules so he could break them.

Copilot



## COMMON ICONS FOUND IN EACH MISSION

As difficult as the missions seem in each level, you will find it to your advantage to be patient and familiarize yourself with the location of these valuable icons that are dispersed throughout the various levels. Obtaining them will greatly increase your chances of completing the level and progressing on to the next challenging stage of Jungle Strike.



**FUEL DRUMS**  
Refills fuel tank to full capacity.



**AMMO CRATE**  
Resupplies ammunition stock.



**ARMOR REPAIR**  
Fortify your armor plating.

## MISSION OBJECTIVES



**1. MONUMENTS**  
Protect the nation's historical shrines from terrorists that blow them up.



**2. TERRORIST HQ**  
Locate and destroy the terrorist HQ occupying government buildings.



**3. CAR BOMBS**  
Find and neutralize the bombs in terrorist cars headed for five embassies.



**4. AGENT AKBAR**  
Find and rescue Agent Akbar who has info about the Madman's plans.



**5. MOTORCADE**  
Protect the presidential motorcade headed toward the White House.



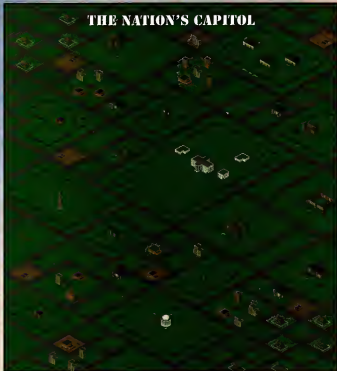
**6. SNIPER**  
Capture the sniper somewhere in DC to learn details of the Madman's plans.

## MISSION 1: WASHINGTON D.C.

Washington D.C. never had a terrorist problem... until now! Among other "activities," the terrorist followers of the Madman's son are planning to kill the President of the United States! You must guide his motorcade to safety, protect landmark historical monuments, rescue

spies and even capture an enemy sniper! Be careful of civilians, though - they have a habit of wandering into the crossfire - and watch those monuments: if any are damaged, the mission is over! Your main landing base here is in front of the White House, so return there when all the missions are complete! Blow up gas stations for hidden items!

## THE NATION'S CAPITOL







### MISSION 2: SUB ATTACK

Rescue two Navy Seals who have valuable information. Use the hovercraft to stop the druglord from delivering the stolen plutonium. Watch out for the nuclear subs.

### MISSION 3: TRAINING GROUND

Wipe out enemy training camps, eliminate the guard towers, and rescue the communications expert. Knock out radar sites. Retrieve the nuclear reactor from a warehouse.



### MISSION 4: NIGHT STRIKE

Rescue American POWs, downed pilots and nuclear scientists. Destroy the fighter plane assembly plants. Capture the armament's expert from his enemy barracks.

### MISSION 5: PULOSO CITY

Seek and destroy the drug processing plants and the international counterfeiting operation in some buildings. Then set off explosives in the druglord's war room.

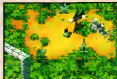


## MORE CHALLENGING MISSIONS AWAIT YOU!

### MISSION 6



### MISSION 7



### MISSION 8



### MISSION 9



## FAILING YOUR MISSION WILL HAVE SERIOUS CONSEQUENCES

Each level has many different objectives to complete. If you fail to carry out any one of them, you will be ordered to return to home base and possibly get some jawing from your superiors. You then have no choice but to start the entire level from Mission One.





NINTENDO

**SPECIAL  
FEATURE!**

## WELCOME TO JURASSIC PARK

It was bound to happen... When a zoo for genetically created dinosaurs gets out of hand, a handful of people are forced to survive the terror of a seemingly prehistoric world. Jurassic Park was supposed to be the ultimate thrill, instead it's the deadliest place on Earth.

In Jurassic Park for NES, you control Grant, a paleontologist who has to try to set things right. Armed with a variety of weapons, he must save everyone from an onslaught of dinosaurs, including the fierce Tyrannosaurus, spitting Dilophosaurus, and the deadliest ones of all: the Velociraptors. Based on the best selling book, and the upcoming movie. Can you survive the terrors of Jurassic Park?

### DINO SPECIMENS



#### VELOCIRAPTOR

A cunning killer, who attacks relentlessly.

#### DILOPHOSAURUS

Spits a toxic substance to kill its prey.



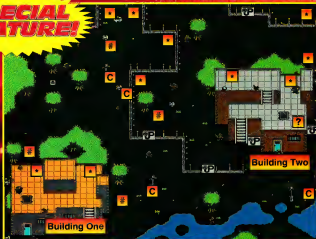
#### COMPYS

Scavengers who bite at anything.



### LEVEL ONE

What you basically have to do at the compound is find and destroy all the Raptor eggs. Along the way, you must collect ammunition and access cards. To open the main gate you must find the right card. Once the eggs are destroyed and the main gate is open, try to save Timmy from being trampled by a herd of Triceratops.



EXTERIOR MAP OF THE COMPOUND

TOUR  
GUIDE

TOUR  
GUIDE

## JURASSIC PARK

EXPLORE THE SECRETS OF  
PREHISTORIC TIMES...

### BUILDING ONE: GUEST ACCOMMODATIONS



#### TRAPS

Beware of certain packages. Some may contain bombs, and usually they will kill you. Be wary of what you find.

#### COMPUTERS

Computers will help you through your adventure. They can offer clues and unlock certain doors. Find them quickly.



#### WARNING

Due to the unexpected attack of Raptors, the Jurassic Park crew has installed electric grates on the roof. Don't touch!





## BUILDING TWO: GENETICS LAB

### LEVEL TWO

After saving Timmy, you find out that his sister Lex is about to be eaten by a giant Tyrannosaurus! To get to her, you must bravely go through the Dilophosaurus and Raptor pens. Then a treacherous journey upstream in a raft will be the next obstacle. It is here that you will come face to face with a Brontosaurus. Be sure to keep your distance. Collect eggs here for points. Will you be able to save Lex from the jaws of death before it's too late?

### THE RIVER



Make your way up stream, but avoid splitters and Brontosaurus.



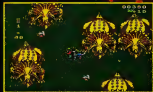
Here he is... the immense Tyrannosaurus Rex. He looks very hungry!



Use the computer to open the main gate, allowing you to get to Tim.



This is the main gate. Enter the rest of the park through here.



Avoid the Triceratops herd for about five minutes, and you'll be safe.



The Raptor pen is the most dangerous area in the second level.

#### KEY TO THE MAPS

- = Raptor eggs
- = Ammunition
- = Computers
- = Treasure Box

#### ITEMS TO FIND

##### ACCESS DISK

Opens up doors to enter through.



##### AMMUNITION

Loads up your gun with tranq darts.



## THE DILOPHOSAURUS PEN

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	OCEAN	NES	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	N/A	ACTION	90%	

**ELECTRONIC GAMING  
ELECTRONIC ARTS JOIN  
AN EXPLOSIVE JUNGLE STRIKE**

**JUNGLE STRIKE - EA'S FIRST  
16-BIT GAME, IN ORDER TO  
CELEBRATE THIS EA IS GIVING  
AWAY A FULL LIBRARY OF ALL  
THEIR PREVIOUS GAMES!**

# MONTHLY & FORCES FOR CONTEST!



# JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™



## HOW TO ENTER:

Complete the entry form below and mail to:

JUNGLE STRIKE CONTEST (EGM)  
1920 Highland Avenue, Suite 222  
Lombard, IL 60148

## CONTEST PRIZES!

### 1 GRAND PRIZE:

- Full library of ALL previous EA games

### 3 FIRST PRIZES:

- A leather jacket and a game of your choice

### 10 SECOND PRIZES:

- 1-year subscription to EGM

### 25 FOURTH PRIZES:

- EGM In Your Face T-Shirt

#### Contest Rules:

All entries must be received by October 1, 1993. EGM or Electronic Arts are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by November 1, 1993. Prizes are not transferable. Ineligible or ineligible entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Senda Publishing Group, Inc. or Electronic Arts and their affiliates are ineligible to enter. Electronic Arts and Senda Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Electronic Arts or Senda Publishing Group, Inc. for any promotional or advertising purposes without further compensation.



ELECTRONIC ARTS®



## ENTRY FORM

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY, STATE \_\_\_\_\_  
ZIP CODE \_\_\_\_\_  
PHONE (\_\_\_\_) \_\_\_\_\_

SUPER NES

## LEVEL 1: We've Got To Fight

Taking place in the Khaos Mountains (above), watch for collapsing grounds, burning bridges and enemies - lots of enemies! The Porka Pigs, Grogg and Skellington Bone will oppose you here! However, these enemies can hurt each other with blows they intend for you! Also keep an eye out for the enemy compounds that suddenly rise from the ground! The boss is Rocky - a giant petrified pig that does tubbo drops from above!



# BATTLEROAD IN BATTLEMANIACS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	HARD	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	95%

## BONUS LEVEL:

Collect Big Points & Bonus Lives  
After Level 2 is the Bonus Level where one must hit as many pins as possible! Look out for the black pins - they take away your points, but hit enough of them and the level will end! Check out the reflective floor you glide over!



## TWO-PLAYER MODE:

Two can battle with the two-player mode! One type (A) allows the two toads to hit each other (left). Type B makes the two immune to each other (right)! You can also do "team moves" to bash enemies!



			<b>PIMPLE: "Everybody Move"</b> Bigger and stronger than Rash, but slower! Not big on brains, but he loves a good fight!			
Two Way Smash	Anvil Swipe	Brave Stance				
BT Big Hammer	Big Bad Boot	Battleroad Butt	Springin' Stamp	Take Out The Trash	Jaws Buster	

## INTO THE SKYLINE...

...Rash, Tiltz and Pimple went to the converted monastery, Gyachung-La, to witness a new cinematic experiment! However, during a demonstration, four Psycho Pigs lunged out of the portal, and grabbed Michiko Tashoku, daughter of the president of the corporation that created the machine! Tiltz rushed to the rescue but was smashed over the head and taken away also! That isn't the only



## LEVEL 2: Falling...

...down the middle of a giant tree on hover discs the 'loads will ride! However, the 'loads can use these discs to their advantage: grab onto the roof or well and send the discs flying at the enemies to cause them some major damage!



This partial map of Level 2 shows a few of the many infestoids that will attack you here. Pay particular attention to the narrow areas (right). Although the scrolling here is slow, there is one narrow section at the end where things become very, very fast, and one false move can take away a life - or two... or three!



## LEVEL 3: Too Many Walls

Get on the Speeder Bike and zip through the tunnel! Think it will be easy? Wrong! Several walls and barriers will get in the way!



### Evil Barriers:

Be particularly mindful of the High Stoppers! These walls will try and fool you into taking a ramp when you shouldn't! This section takes patience as well as quick reflexes and timing!



### Big Jumps:

Use the ramps to jump the chasms! You can skip platforms altogether because your jump is big!



## LEVEL 4: Karnath's Revenge

Ride the... snakes? Grab onto these huge reptiles and ride them to the top! Some snakes move slow, some fast, but watch the spikes you are a one-hit wonder if nailed by one of them!



### Crazy Snakes:

When you press down here you will duck! Use this move to crouch below boulders and spikes! The first part of this level is on safe ground - so not to worry if you fall!



Watch the holes - this is where the snakes emerge! You can grab them by simply jumping into the snake and pressing Y!



problem to worry about! The cinematic world is leaking into our world! It's up to Rash and Pimple to save the day - before it's too late!

Battlemaniacs is here - and can be played with one or two players - like its NES counterpart! The two-player mode can be played with an option of inflicting damage on each other or not harming each other at all! The 16-Bit graphics takes the series to new heights - this is one very hot title to keep an eye out for!

## RASH: "Move To This!"



Rash is smaller and fluster than Pimple but not quite as strong! He's the cool one!



Brave Stance



Flying Barrage



Two-Wa Smash



Sidearm Slice



Big Boot Block



Ball 'N Chain



Springin' Stamp



Take Out The Trash



Full Metal Farnuffs



**SUPER NES**



### Ted Dibase

From-  
Seasonal residence  
Height - 6'3"  
Weight-256 lbs  
Special Move-  
Million dollar dream

Man, I just hate these page headers!

### 16-Meg Monstrous

### Wrestling Galore!

For all those wrestling fans that are just sick of street fighting, get ready for the slamfest of a lifetime! The sequel to the ever-popular game WWF Wrestlemania for the Super NES is about to harbor a 16-Meg monster for the brutal-hearted!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	LJN	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
16 MEG	N/A	SPORTS	99%	



### The Narcissist

From-  
Atlanta, Georgia  
Height - 6'6"  
Weight-275 lbs  
Special Move-  
Running Forearm



### Yokozuna

From-  
Polynesia  
Height - 6'5"  
Weight-505 lbs  
Special Move-  
Banzai Drop



Choose from twelve characters, all, of course, are affiliated with the WWF. Unlike the first cart, each character has his own unique move and bone-crushing visuals, all of which are sure to excite the already rowdy crowd! And that's not all! There are twice as many options than the first one. New ones like the triple-tag-team matches and the all-out Royal Rumble are all for one to two players!

Other new features include chair swinging, a grappling meter, and the wonderful ability to knock the referee out cold!

### Grappling Attacks

Demo by Randy Savage + Yokozuna

#### HeadBall



Back Breaker



#### Suplex



Atomic Drop



Well, it's quite obvious that there would be grappling moves in a wrestling game. All kinds are here that do great damage!

### Forearm Throwing Techniques

Demo by Bret Hart + Mr. Perfect

#### Clothesline



Momentum Flip



#### Drop Kick



Over-the-ring Flip



By flinging your opponents into the ropes, you can perform many devastating attacks that will demolish their strength!

### Fan but Devastatingly brutal Attacks

Demo by The Undertaker + Tatanka

#### Chair Swing



Head-inside: Throw



#### Choking



Face Scratching



Backed by 16-Meg of power, all the elements that appealed to the original WWF can be performed in all their glory!



### Randy Savage

From-  
Sarasota, Florida  
Height - 6'2"  
Weight-245 lbs  
Special Move-  
Flying elbow smash



### Mr. Perfect

From-  
Minnesota  
Height - 6'4"  
Weight-257 lbs  
Special Move-  
Perfect-plex



### The Undertaker

From-  
Death Valley  
Height - 6'10 1/2"  
Weight-328 lbs  
Special Move-  
Tombstone







## Razor Ramon

**From-**  
Miami, Florida  
**Height -** 6'7"  
**Weight-** 287 lbs  
**Special Move-**  
The Razor's Edge



## Shawn Michaels

**From-**  
San Antonio, Texas  
**Height -** 6'0"  
**Weight-** 234 lbs  
**Special Move-**  
Back Suplex



## Ric Flair

**From-**  
Charlotte, NC  
**Height -** 5'11"  
**Weight-** 239 lbs  
**Special Move-**  
Figure-4 Leglock



## Triple Tag Team!



Now you can pick up to three people for one team for a longer length of play!

## One-On-One!



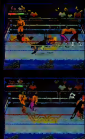
Join the tournament or take on a friend in an all-out one-on-one battle!

## Tag Team!



Choose your duo! But watch out, your teammates can attack illegally!

## Be Prepared To Take On All In The Royal Rumble!



Things can get quite nuts in the ring!



Here's where the battle takes place. When you toss a wrestler out of the ring, he is disqualified and is out of the battle. Once all are out but one, it is over.



A chart at the end will show all throw-outs!



## Bret Hart

**From-**  
Calgary, Alberta  
**Height -** 6'0"  
**Weight-** 234 lbs  
**Special Move-**  
Sharp Shooter



## Tatanka

**From-**  
Pembroke, NC  
**Height -** 5'11"  
**Weight-** 255 lbs  
**Special Move-**  
Reverse Slam



## Crush

**From-**  
Kona coast, Hawaii  
**Height -** 6'8"  
**Weight-** 315 lbs  
**Special Move-**  
Cranium Crunch





**SUPER NES**

# Hut, Hut, Hike!

Get ready for a football challenge of monumental proportions! NFL Football by Konami is coming to the Super NES!

There is a wide selection of options to choose from such as a

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	95%	

# NFL Football

player select which offers a demo mode, a one-player mode and a two-player mode. You can choose between exhibition, playoffs or saved games. Playbooks can also be switched between Standard and Team. In the Standard mode, the plays are listed in the same order for both teams. In the Team mode, the playbooks are based on each team's strengths and weaknesses. You can even change the weather conditions!

You get to pick and choose between all of the 28 teams in the NFL. Not only that, but you can play same team vs. same team! That's right, you can play the perfect matchup and determine once and for all who's the greatest!

With graphics (including some spectacular Mode 7 effects) that'll blow you away, NFL Football by Konami is sure to be a hot item with all you Super NES sports gamers out there.



Great tackle! A variety of plays will allow you to prepare for any eventuality.

## A Full Roster of NFL Teams!!



## Here are some of your plays! Defensive

(Against the Pass)

(Against the Run)



## Offensive

(Passing)

(Running)

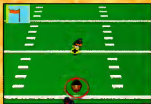




To call audibles, simply hit your "Left" or "Right" buttons depending on the play.



Teams are rated on an "A" to "F" scale with teams at an advantage in red.



To punt, use the football meter (in red) to gauge the strength of the kick.

## Here's Your Options Menu!!

1. **Players-** With this option, you can input the number of players. Select one player, two players or demo mode.

2. **Play Mode-** Choose **Exhibition Mode** to play any two teams.

**Playoffs** will take you from the Wildcard Playoffs to the Super Bowl. **Password** lets you recall a saved game!

3. **Playbooks-** A nifty little feature which allows you to pick two kinds of play-



books; **Standard** and **Team**. The **Standard Playbook** lists all of the plays in the same order for each team. The **Team Playbook** offers plays which each team is likely to play based upon

their strengths and weaknesses.

**Very cool**

**Sound-** Use this option to switch the various sounds on and off.

**Weather-** (See explanation at bottom.)



Each team has different offensive and defensive strengths and weaknesses!

## Try Playing Team vs. Team!!



You guessed it! You can have the ultimate matchup by playing the same teams against each other! With this option, you can see who the better player really is! Try not to get confused or you'll get hurt!



## Variable Weather Conditions!!

1. **Snow-** Snowy field conditions always make for an exciting game. Expect your players to move slower than normal.

2. **Rain-** A muddy field is no cakewalk by a longshot! Mobility suffers once again!

3. **Night-** Better visibility due to the fact that the stadium lights are turned on.



4. **Sunny-** The perfect weather for a football game! Get ready for fast action and plenty of great plays!

**Auto Mode-** In this mode, the computer ran-

domly sets the weather based on the location of the home team! **NOTE:** Indoor stadiums are unaffected by the weather.

## Rotation-O-Rama!!



As the ball is hefted into the air, the screen begins to rotate around the players.

While the ball descends, the screen continues rotating to provide a better view.



When the ball hits the receiver, the rotation stops. Oops! He dropped it!



The visiting team gets to make the call. Press up for Heads, and down for Tails.

SEEK AND DESTROY!

SUPER NES

The best scientists in the world have been working for years on Sub-space Particle Transfer, a process that uses subspace transporters to dematerialize an object and rematerialize it at another location. Short-range transfers were successful and the scientists were about to begin long-range experiments when contact with the research facility was lost.

Someone or something has taken over the facility and shut down outside communications. There is no information about the intruders but as Agent Logan, you have been given the mission of destroying the intruders and saving the scientists.

Are you tough enough to take on ten complex levels? Find data terminals to locate maps and reclaim health. Learn about the mysterious takeover with video cameras stashed throughout the facility. Locate awesome weaponry hidden within the compound. Only Logan has the skills to infiltrate the compound. Do you?

# OPERATION: LOGIC BOMB

## ACCESS THE DATA TERMINALS



Data Terminals are located throughout the Laboratory stages. Logan can access a Data Terminal by walking up to it and interfacing with the main computer. You will download one of three items through the computer network.



Receive layout maps to help give locations of transporters and other terminals, restore your life, and show video recordings of the laboratory takeover.

Layout Maps



Restore Life



Info Sequences



FACT  
FILE

MANUFACTURER

JALECO

MACHINE

SUPER NES

DIFFICULTY

MODERATE

AVAILABLE

JULY

CART SIZE

8 MEG

NUMBER OF LEVELS

10

THEME

ACTION

% COMPLETE

95%

## CLASSIFIED WEAPONRY

Look for five special weapons hidden in Item Boxes throughout the levels. These weapons are your only hope for survival through 10 levels of grueling alien combat. Logan, you begin your mission already equipped with the SSLG-R4 and TSLG-R2 weapons.



After you collect a weapon, you will see a demonstration of its capabilities.

SINGLE SHOT LASER GUN

SSLG-R4



This weapon is provided at the beginning of the game and shoots a rapid-fire shot straight ahead.

TRIPLE SHOT LASER GUN

TSLG-R2



Also provided at the beginning, this gun fires at a lower speed but shoots in a wide 3-way pattern.

PERSONAL IMAGE DUPLICATOR

PID-R1



This weapon allows Logan to hide himself with a holographic image but wears away fast!

TIMED DIRECTIONAL BLAST MINE

TDB-RNF



A time-delayed mine that explodes in the direction you were facing a few seconds later.

REFLECTING PULSE LASER

APL-R3



Located in the lab, this gun fires a laser that can bounce off walls. Handy for nailing hidden enemies!

FERRO-PLASMA SPRAY

FPS-R2



Similar to a flamethrower, this weapon destroys targets with charged plasma. Very destructive!

AUTOMATIC TRACKING MISSILE POD

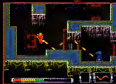
ATMIP-R5



While not very powerful, these missiles have the ability to fire at enemies around tricky corners.

## LEVELS 1-4:

Your mission starts in the Particle Transfer lab. Simply destroy the enemies that you encounter and wipe out their subspace generators to prevent their return. You'll find the Reflective Laser on Level 3 and the Plasma Spray on Level 4. There will be a lot of travelling between the four floors to locate every item. Use the data terminals to access security cameras and learn the bosses' weak spots. You'll also face four mini-bosses before taking on the big one!



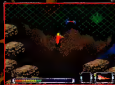
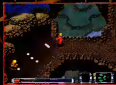
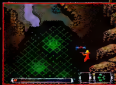
These four rocks hold intruders that rise up and blast you from all directions.

## LEVEL 5:

This colorful level takes you outside the Laboratory confines. The invaders have taken over the landscape which can be regenerated by using the power cells destroyed enemies leave behind. You'll face robotic guards here as well as flying menaces and creatures within the rocks. There is no boss to defeat but the enemies are much tougher than the first four levels.

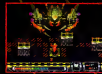


Using the Triple Shot or Plasma Spray is the best way to wipe out many enemies.



## LEVEL 6-9:

These challenging levels look similar to the Laboratory but due to exposure from particle waves, you've entered a dimension not our own. Here you'll find the PID-R1 and the TDB-Mine along with the ATMP-R5 weapon. Face bosses that appear out of nowhere and weave through a complex series of mazes. You'll need all your weapons and skills to get through these levels!



## WHAT ZOMBIES...?

Remember all those great late-night horror movies? It's time to relive every one of them in *Zombies Ate My Neighbors*! In this overhead-perspective shooter, one or two people can play as the only hope of an Earth overrun by a variety of monsters! From giant babies to body snatchers, this is one game that will scare the pants off you!

# Konami presents a LucasArts Production **Zombies Ate my Neighbors**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	45+	ACTION	95%	

### CHILLS!

Screens so scary, you'll never play a Super NES game with the lights off again!



### Zeke and Julie in their Home Video Game Debuts!



### THRILLS AND SPILLS!

So exciting, you'll need to sit down while playing - especially with the two-player simultaneous mode! You and a friend can take on all the monsters, or you can give it a try alone!



### AN ALL-STAR SUPPORTING CAST:

Remember these terrors? They're just a sampling of what's in this action-packed cart!



CHAINSAW



CREATURE



ALIEN



EVIL DOLL



ZOMBIE



RED BLOB

### Martian Bubble Gun



Halt enemies!

### Ice Pops



Kill Blobel!

### Silverware



Throw at Wolves!

### Plates



Throwing discs!

### Squirt Gun



Shoot water!

### Weed-Eater



Clear out fungus!

### Bazooka



Blow up things!

### Soda Pop Cans



Throwable bomb!

### Fire Extinguisher



Temporary freeze!

### Ancient Artefact



Powerful flash!

### How to Access your Items!



### Thrill to the Complex, Yet Simple Controls!

#### Special Weapons:

Right Column: Blue Frames

A BUTTON: Change Special Weapon

X BUTTON: Use Special Weapon

#### Regular Weapons:

Left Column: Red Frames

Y BUTTON: Change your Regular Weapon

B BUTTON: Use your Regular Weapon

Standard Issue (Shows People to Save):

R/L BUTTON: Turn Radar On/Off

### First Aid Kit



Refuel Life Bar!

### Pender's Box



Kill all on screen!

### Deceys



Distract enemies!

### Speed Shoes



Run very fast!

### Squirt Gun



Shoot water!

### Weed-Eater



Clear out fungus!

### Bazooka



Blow up things!

### Soda Pop Cans



Throwable bomb!

### Fire Extinguisher



Temporary freeze!

### Ancient Artefact



Powerful flash!

### Tomatoes



Throwable splat!

### ?-Box



Special bonus!

### Random Potion



Who knows?

### Monster Potion



Temporary beast!

### Keys



Open doors!

### Skeleton Keys



Open Skull Doors!

### Ghost Kid Potion



Temp. invincibility!

### 1-UP



Bonus life!

## A Cast of Neighbors who are Dying for you to Save them from Horrible Fates!

Cheerleader



1000 Pts.

Baby



700 Pts.

Dog



500 Pts.

Trampoline



300 Pts.

Tourists



200 Pts.

BBQ Guy



5 Pts.

Infer Taber



100 Pts.

Soldier



100 Pts.

Explorer

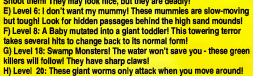


500 Pts.

Teacher



10 Pts.



### Terrifying Levels You Simply Have to See!

- A) Level 1: Zombies in the backyard and everywhere else!
- B) Level 3: A warehouse filled with Devil Dolls - Rahl! Rahl! Save those Cheerleaders before the Dolls make mincemeat out of them!
- C) Level 4: This hedge maze is filled with Chainsaw Killers! Trick them into sawing sections open for you so you can rescue your neighbor!
- D) Level 5: Invasion of the Julie snatchers? Clones of you everywhere! Shoot them! They may look nice, but they are deadly!
- E) Level 6: I don't want my mummy! These mummies are slow-moving but tough! Look for hidden passages behind the high sand mounds!
- F) Level 8: A Baby mutated into a giant toddler! This towering terror takes several hits to change back to its normal form!
- G) Level 18: Swamp Monsters! The water won't save you - these green killers will follow! They have sharp claws!
- H) Level 20: These giant worms only attack when you move around!

### LEVEL 7:

#### Dr. Tongues Castle of Terror



Some things to look for:

1. Frankstein's lab: There is a 1-Up here! Use your monster potion to defeat him!
2. There is a hidden passage at the far right corner of this pen!
3. Use your squirt gun or extinguisher to put out this fire and reveal a secret passage!



Coming Soon!



**SUPER NES**

## Trouble in Bizyland

The Evil Queen has cast a spell over the kingdom of Bizyland! To make matters even worse, her magic mirror has imprisoned the lovely Princess! Your job is to rid the kingdom of the evil magic and free the princess once and for all.

With game play like the arcade classic Qix, Cacoma Knight in Bizyland is a puzzle game with over twenty rounds, three characters to choose from, and two-player cooperative/competitive modes! Add to this a really tough bunch of enemies flying around, and you have a real nerve-bender!

Take a deep breath, and prepare yourself for Cacoma Knight in Bizyland by Seta.



You can choose whether you'd like to play with a friend or against a friend!



By pausing the game, you can view important info like the amount of life left.

### BIZYLAND: BEFORE AND AFTER THE WAR

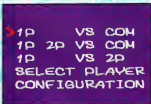


After our heroes rid Bizyland of the Queen's evil influence, all is normal!

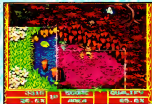
# CACOMA KNIGHT in Bizyland



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SETA	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	21	PUZZLE	100%	



Select difficulty, choose characters, and select the number of players you want.



By using your chalk to close off sections of the screen, you can regain Bizyland!

## Three Heroes To Save A Princess!



Jack - A natural athlete who's fast on the run and with the chalk.



Jean - A fast little character with a tendency to day-dream a lot.



RB93 - A slow robot. If you're ready for a challenge try him out.

# 3 TIMES THE TERROR!

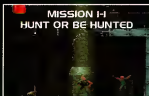
They just won't leave her alone! Play as Ripley in the video game version of last summer's blockbuster movie. In *Alien 3* for the Super NES, you must free prisoners trapped in alien cocoons, eliminate alien offspring infesting throughout the penal colony, and destroy the queen alien nesting deep within the prison. All this after surviving a previous battle with those annoying alien xenomorphs! The horror is still with you!

This game has some very impressive graphics. The musical score is so good it rivals even its own movie soundtrack. Relive the terror...



Log onto a computer terminal. Select a mission and make your way around the maze of corridors, pipeways, and doors to the area where the mission must be completed.

**SUPER NES**



**MISSION 1-1  
HUNT OR BE HUNTED**



Rescue the four prisoners trapped in a cell block before the aliens kill them!



**MISSION 1-2  
PRESSURE POINT**



Locate and repair multiple pipe fractures. Use your flame thrower to weld the pipes.



**MISSION 1-3  
HEAT IT UP**



The aliens have a nursery of eggs that must be destroyed. Fry them all!

## FIND THESE IMPORTANT ITEMS THAT HELP YOU SURVIVE!



**AMMUNITION**  
100 rounds/clip for the pulse rifle.



**GRENADES**  
10 rounds/clip for the grenade launcher.



**CANISTER**  
10 liters/canister of flame thrower.



**HEALTH PACK**  
Restores health to 100%.

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>LJN</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>N/A</b>	<b>40</b>	<b>ACTION</b>	<b>100%</b>

# ALIEN 3

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	N/A	ACTION	70+



# JURASSIC PARK

## PLAY THE DINOSAUR!

The popular book Jurassic Park is making its way to the silver screen! However, the movie theater is not the only place this material is going: home video game systems are also

receiving their versions of the popular J.P., and what is finished so far looks very promising! This Genesis version features game play as one of two characters: Dr. Grant, a paleontologist, whose mission is to save visitors from carnivorous dinosaurs run amok;

or a Raptor, a small dinosaur, whose objective is to escape from the dinosaur park while avoiding would-be human captors! Each character has its own special moves to complete the game! Along with 16-Megs of power, this should be a hot game!

SEGA™



### DR. GRANT

Grant has the advantage of being able to use a variety of weapons! Use the C BUTTON to select through your weapons and press the A BUTTON to use that weapon!



HANG



CLIMB



KICK



JUMP



DUCK

### SOME WEAPONS YOU CAN USE:

EXPLOSIVE  
DART

Explodes on impact!

ELECTRIC  
SHOCK GUN

Temporarily stuns enemies!

RED STRIPE  
DART

A very potent tranquilizing dart!

WHITE  
STRIPE

A weak tranquilizing dart!

FLASH  
BOMB

Disorient players with a blast!

GAS  
GRENADE

Creates a big gas cloud!



### DR. GRANT'S HEALTH ITEM:

When Dr. Grant is running low on health, the first aid kits in the levels will restore it!



### RAPTOR:

This little dinosaur is bigger and much stronger than the doctor, but cannot use any weapons! However, he has a super jump that gives him much height!

Here are the fatal moves the Raptor can do! The kick can be used to open doors!



DUCK



KICK



SUPER JUMP



BITE



PUSH OBJECT



### RAPTOR TREATS: UMMMM!

The Raptor can eat other, smaller dinosaurs, but the leg-o-meat will increase his life meter!

### LEARN YOUR LIFE METER:



This is an example of the life meter you have while playing as Grant. The top shows what weapon you are currently using and how many are left. The bottom three horizontal bars represent the number of lives you have and the length represents how much energy remains for that life! The bar will turn red when your energy is dangerously low! The Raptor's Life Meter is identical, except there is no weapon shown.

## THE VISITOR CENTER:

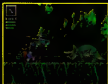


This level takes place inside the the Visitor Center, and requires running, jumping, climbing, ducking and fighting skills! Watch for the huge dinosaur sticking his head through the wall - his bites do severe damage! You will need to use the elevator at the far left to descend to the floor below! Also remember to push boxes around in order to make steps to reach high areas! Use the bars on the ceiling as well to traverse across dangerous areas!

## OTHER LEVELS AND TOOTHY ADVERSARIES: WITH GRANT & RAPTOR!

### JUNGLE:

Grant's jeep has crashed in the jungle! Unfortunately he is surrounded by unfriendly dinosaurs - grounded and airborne! These dinosaurs want you out of the picture, so don't hesitate to use your weapons!



### POWER STATION:

Inside a power plant, watch for open currents of voltage - touching them is extremely harmful! There are also elevators to transport you around. As Grant, use the drooping ropes to climb!



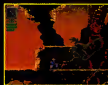
### RIVER:

As Grant, use the inflatable motor boat. Watch for waterfalls, but jump ashore to collect gas and other items. However, Grant can't swim, so jump carefully because one false step and you lose a life!



### CANYON:

Use the blocks and push them over would-be captors! Beware, for some of them are armed to the teeth with electronic stun guns and exploding darts! Also look out for spike pits: fall on them and it's instant death!





GENESIS



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	70+

# INSTRUMENTS OF CHAOS

Get them while they're young!

It's been a year since this game was first announced, but the wait is now over! The adventures of Young Indiana Jones is now ready for the store shelves!

## Starring: Young Indiana Jones

There are specific pieces of equipment that the German spies are stealing from other countries to create their super army of Zeppelin aircraft! You take the role of Indy and must prevent the Nazis from taking control of the technology or all will be lost for our world!

### INDIANA JONES AND ALL HIS SKILLS FOR STOPPING THE NAZI REGIME!



Indy's whip is done with a cool effect that rivals the Castlemania "tail effect!"

As we all know, Indiana Jones is quite a resourceful person. And he wasn't too shabby when he was younger, either!

At his disposal are techniques and weapons that he is known to use. There are guns, punches, kicks, grenades, and his ever-popular whip that is done using a new programming technique of great proportions!

Should you have a problem that just won't quit, plug it with a few bullets!



When in close, use punches and kicks to take the enemy forces down for good!

For even larger problems, toss a grenade or two for a blast of a good time!



Crates contain great items!



Grab this for invincibility!



These provide grenades!



Bullets for your gun reel!



The red cross provides life!



An ankh for a 1-Up.

### SEARCH THE WORLD FOR THE SCIENTIFIC INSTRUMENTS!

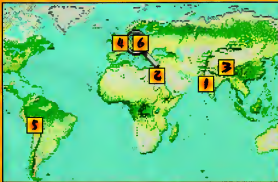
EGYPT



INDIA



TIBET



ENGLAND



PERU



GERMANY




Travel across the globe to the many countries that harbor the German spies with plans for the special scientific creations for their master plan!

# FROZEN WATERS AND SNOW MOUNTAINS, IT MUST BE TIBET!

**Lhasa, Tibet**  
09-10-12 52983

Mr. Jones, I have learned of a technology made between Germany and one of our top scientists. You must stop that exchange and prevent the nuclear gas device from reaching enemy hands.

Your friend, Cheng




Climb the frozen mountains of Tibet and find the monastery with the spy!




# THE HUNT IS ON IN JOLLY-OLD ENGLAND!

**London, England**  
09-10-13 84217

Deliana, a German spy has come to purchase the weapon plans of one of our greatest scientists. You must prevent the enemy from utilizing the Tower's newest technology.

Your friend and confidant,  
Sam




Climb atop the suspension cables to get to the clock innards, but watch out for lightning!

Slip through gears and other hazards as you work your way up to the face of the clock!




Fight this spy in the top of Big Ben in order to get back the science piece!

# EGYPT, NOT A PLACE FOR TOURISTS!

**Cairo, Egypt**  
09-10-13 71963

We've received word from one of our field operatives that one plans for an advanced cutting gun use in jeopardy. It is imperative that you intercept the plan exchange.

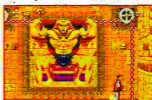
Please hurry,  
Ali




Travel through dust storms and other obstacles!



Like most old-structures, fight through traps!



This huge statue holds the key to finding the German loyalist spy!

# INDIA FOR THE OPEN-MINDED FOLKS!

**Bombay, India**  
01-10-11 51254

Madu, you are needed here most urgently. Please come right away. You must prevent the German spy from strapping the bomb bearing bomb!

Your friend, Hebb




Head to the far right while avoiding the warriors!



Get to the locks and head into the large building!



The traps within the structure range from swinging spikes to jutting spears!


# THE DEADLIEST TRAPS ARE IN PERU!

**Micho Fitches, Peru**  
10-09-12 82104

It is good to know you are here, Hebb. It appears that a German spy has been able to make contact with one of our top scientists.

It would be a terrible thing if Germany used our country's Via de Canal prototype technology too early.

Help me lady, Margate




Peru is filled with traps; some with pits of water!



Pass all the traps and down a slide you will go!



# GERMANY!





GENESIS

# SOCKET

## SOCKET TO THEM!!

A new hero has emerged from beyond the realms of time and space. His name is Socket. This charged-up character is fast and ready for action! What Socket must do is charge himself up at the beginning of each level with his electric tail, and run through a variety of intense mazes in search of exits and a tricky boss who hides within these mazes. Be careful, though: the



**High Speed Area 1** consists of 3 stages with launchers, bouncers, and more!

**High Speed Area 2** has a variety of dangerous castle traps and hidden rooms!



**High Speed Area 3** has rail carts to bring you through the caverns. Good luck!

faster Socket runs, the more energy he uses. Power him up by collecting energy bolts, shields, and temporary invincibility. Increase your life count by collecting the 1-Ups throughout the stages. Besides the normal stages, there is a Time Trial option in which you can select from 7 courses and race for the best time. Socket also has a side and upward kick attack that can take out any flying or ground enemy in his way.



## THE BOSS

This sneaky creature is the one you've been trying to confront throughout the whole game. He appears in a room behind a door within the last stage of each area that you complete. Defeat him and you'll fly away in your super slick spacecraft.



## POWER ITEMS AND COLLECTIBLES



### ENERGY BOLT

These bolts are scattered all over the place. Each bolt that is picked up adds to the energy bar. You lose energy often, so these will help.



### TEMPORARY INVINCIBILITY

Kick this icon to collect the power-up inside. You can run into the enemies without being hurt for a short time.



### SHIELD

This item will let you gain a shield, affording you protection from one hit. You won't lose energy from any hit you take with a shield.



### 1-UP

Add to your collection of lives with these handy 1-Up icons. Just kick them and you'll gain one extra life. They are strewn all over the levels.



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>VIC TOKAI</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>4th Qtr. '93</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>7</b>	<b>ACT/ADV</b>	<b>75%</b>





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GENESIS

## Walk My Plank!

Shiver me timbers, here comes Pirates! Gold by Microprose. Take to the high seas in search of gold and other booty while doing battle with the ships of other countries.

Sporting an impressive list of playing options including an incredible sword fight mode, this cart is a treasure chest of swashbuckling fun!

Relive the days of the skull and crossbones with Pirates! Gold. Yo-ho-ho!

### Six Different Time Periods!

- 1550** The Silver Empire
- 1600** Merchants and Smugglers
- 1650** The New Colonists
- 1700** War for Profit
- 1750** The Buccaneer Heroes
- 1800** Pirates' Sunset

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	MICROPROSE	GENESIS	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	75%

# Pirates! Gold



Use the pirate's head icons in a sword fight to see how much life you have left!



During the battles, fire your cannons and then attempt to board the enemy's ship.



1. The Bank: Go into the bank and divide your loot among your crewmen.
2. The Tavern: Enter the tavern to get information as well as new recruits!

3. The Town Merchant: This fellow will trade valuable goods with you such as gold, sugar, food and other assorted merchandise. He's a real lifesaver!

4. The Town Shipwright: If you need additional armaments for your ship, this is the guy to see. If you are in a "hostile" town, he may not take your business!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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HEMG2

# FUN IN THE SUN!

Take yourself to the limits of human endurance with Summer Challenge for the Sega Genesis! Compete in eight

# SUMMER CHALLENGE

great Olympic-style events such as Archery, Cycling, Equestrian, Hurdles, High Jump, Javelin, Kayaking and Pole Vaulting. You can participate in a tournament or just practice using the Training Mode. Have some friends join in; you can enter the names of ten additional players! The superb animation is really something to see!

If you think you have what it takes, try your luck at Summer Challenge by Accolade. Let the games begin!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCOLADE	GENESIS	AVERAGE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SPORTS	95%

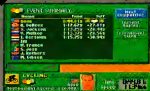


In the Tournament mode, you must compete in all eight events to win!

## OUCHY!!



Better practice for competition or you'll end up like this! Real athletes were videotaped to create this cart!



In the Event Summary screen, you will be able to judge how well you're doing.

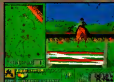
## Compete in 8 Olympic-Style Events!



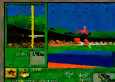
**Archery**—Use Button B to pull the string. Aim with the controller and align crosshairs on target. Release with A or B.



**Cycling**—To pedal, tap quickly on button A or B. To control your direction, simply use your control pad to steer.



**Equestrian**—To begin galloping hit any button. To gallop faster, press up on the controller. Hit any button to jump.



**Hurdles**—To start running, rapidly press either button A or B. Spring using C or the pad. Clear the bar with C.



**Hurdles**—To run, hit button A or B repeatedly. To leap over an oncoming hurdle, press the pad up, or hit the C button.



**Kayaking**—Press up to paddle faster; press down to paddle slower. Use the control pad to steer right or left.



**Pole Vault**—For the approach, tap buttons A or B. To lower the pole hit C or D. Release pole using button C.



**Javelin**—For a fast approach, hit A or B rapidly. Begin the wind-up by pressing C. To release the Javelin press C.

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HEMG2



GENESIS 1.5

### STAGE 1: CAPE SEALPH

A huge boulder will chase you down the hill.

Watch for ledges, they will break apart.



Beware of this dangerous boss! He's the one who kidnapped the princess.

### STAGE 2: OTARUCEAN

Jump into the night sky to collect gems.

Watch for enemy mice in this section.



Dive deep into the ocean and try to survive the dangerous sea creatures.

### STAGES 3 AND 4

Dodge fiery lava spurts and other hazards.

Race through a pine forest and miles of hills!

### STAGES 5 AND 6

Watch for freezing waters and huge pitfalls.

Head through the mines and dodge spikes.

### Challenge huge battleships!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	GENESIS	MODERATE	4th Qtr. '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	30%

### All you need is major speed!

Following right along with all the other mascot games comes Data East's High Seas Havoc.

To put it simply, if you like Sonic, you will love Captain Lang! All of the excitement

is here, with a few new tricks and abilities like the flash kick.

At the present time, most of the levels aren't complete and the enemies are not programmed in. Look for more information on this hot cart later!

### Awesome moves!

#### Jumping

Name an action game that you can't jump in.

#### Rolling

Roll under obstacles and low-flying enemies!

#### Flash kick

For a powerful blast, do this special kick move.



# High Seas HAVOC

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TO A CITY NEAR YOU...**

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**SUPER TOUR**

**'93**

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SEGA CD

## THE DRAC IS BACK!

Here it is! For all of you Sega CD owners that were so anxious to take a look at this revolutionary CD, be sure to take a special look at this page for all the info that you could ever want (except a review, but that comes in the next issue).

Here's the deal: you are Harker, on a quest to stop Dracula in all his

BRAM STOKER'S

# Dracula



incarnations, like taking innocent lives and using them for his own needs. That's <sup>THE</sup> enough of the story; now it's on to the crux of the game, the visuals!

In addition to the obvious computer rendering/FMV level effects (see below), the main character, Harker, was digitized doing all his moves. This means his animations are near perfect. This also holds true to the other little creatures, zombies, and especially the bosses in which the detailed animation will astound you. Beware.

## Check Out All Of Harker's Fighting Skills!

Side Kick



Spin Kick



Low Kick



High Kick



The hero of this game. Can you lead Harker to the final conflict with Dracula?

Jump Kick



Elbow



Punch



Hard Jab



## A New Combo Of Computer Rendering and FMV!

As we stated in EGM #45, the backdrops of Dracula were rendered on a separate computer based on actual blueprints of the set of Dracula. Using the advanced features of rendering, many effects like "fly by" were included for a more elaborate feel of depth. These scenes were then digitized and spliced in as if using a blue-field image splicer. The cinemas are also done at full-screen with reduced resolution.



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	SONY IMAGESOFT	SEGA CD	MODERATE	JUNE
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	CD-ROM	7	ACTION	95%

## Level One: Outside In The Dark Forest, Alone!



Careful timing and great accuracy will allow you to cross this rickety old bridge! One small slip and it could mean a fatal end to our vampire-slaying hero!



Many forms of Zombies will strike at you!



Good use of technique means longer life!



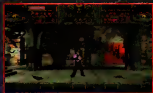
Like the bridge, jump carefully onto the rocks.



Keep a close eye on both sides of you, for lots of small critters mean bad news!



## Enter The Dark Hallways Of Dracula's Castle!



Talk about being bombarded by rodents! Too bad there's no exterminator!



Who knows what terrors may lurk on the second floor of the castle.



The immense scrolling is quite reminiscent of the warp effect of SF2. In this case, however, not just the floor but everything scrolls in perspective to Harker!

## Fight In The Dungeons!



Watch out for the huge pendulum axe that slices both ways as it swings.



New horrors will find their way to you!



### ENTER THE BAT FORM!



Drac is now transformed into the elusive bat form. He will breath scorching fire and try to swoop you. High kicks are your best bet here!

### DRACULA'S FIRST FORM!



Dracula, in his first form, is not too much of a threat. He throws fireballs straight, upward and across the floor. When you're too close for comfort for him, he will put up an energy shield that will send you flying to the other side!

### And So On...



Fight Dracula in his wolf form on the outside.

Battle In Castle In Seward

The final Showdown of Dracula



In five words, not for the light hearted.

SEGA CD

# ECCO

## CD

### Dolphins still aren't fish, you know!

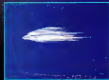
The long-awaited CD version of the hit revolutionary game Ecco has finally come to see the light of day. As we all know, you are Ecco - a dolphin that has lost his pod, and is desperately trying to find his family. So let's get on with the real burning question in everyone's minds - what does this version have over the car-

tridge version?! Well, for starters, the music is quite superb (like we didn't expect that!), sort of a mellow New Wave theme done with incredi-

ble Q-Sound. In addition, due to the fact that the game is on CD and a lot of memory can be used, the sound effects are great: an example being the perfect splashing sounds you make in the water, providing a stronger sense of realism. And for all those who think that the cartridge passwords will work on the CD version will just have to think again! It's for Sega CD owners everywhere!

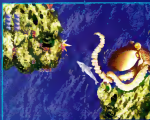
### Water Survival Tactics!

Nothing new here! Use your bottle-nose to ram the enemies! And let's not forget that you need to eat and breathe to survive!

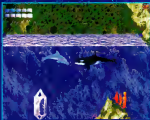


### Sonar for Success!

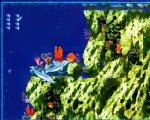
Your sonar ability will come in handy here! You can pick up maps of the level and later use the sonar as a weapon!



All the familiar faces that awed you with their inherent beauty are back!



Communicate with the sea life to learn where your pod has gone.



Rescue other stray pod members and you will receive great abilities in return!

### Mean Sea Life!



**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	HARD	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	27	ACTION	N/A

# GEAR UP!

**THE RAGE IN THE CAGE, THE WAR OF THE WEBS  
AND THE BATTLE OF THE MACHINES!**



**ACTION SO INTENSE  
ONLY 15 FEET OF STEEL  
CAN CONTAIN IT!**

**IN AND OUT OF THE  
RING MAYHEM!**

**UNPLUG ELECTRO  
WITH WEB-SWINGING  
ACTION!**

**BATTLE DR. OCTOPUS'  
ARMY OF ARMS!**

**DESTROY CYBERDYNE  
RESEARCH!**

**HASTA LA VISTA,  
BABY!**

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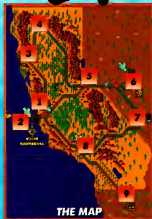


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DUO



# CAMP CALIFORNIA


**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>T.T.I.</b>	<b>DUO</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>SUPER CD</b>	<b>10</b>	<b>ACTION</b>	<b>100%</b>

## THE BOYS OF THE BEACH

What a bum deal! The Big Cheese is going to turn the beach into a nuclear power plant! To stop him, Byron Bear must rescue the Camp California band and their instruments. To do this, Byron needs to collect tires for his vehicle (The Woody) and travel through different cities collecting cans to recycle for fuel. Collect hearts to replenish life and use different characters as you rescue them from certain situations.



This nuclear wasteland has barbed wire, gunner rats and abundant artillery, dudel



Here, the Big Cheese has his henchmen do the dirty work for him with guns!



The starting point consists of 3 levels in which Byron must find the Woody's tires.



The dock area will have you swimming for your life. Use another friend here for help.



Punch these punk rats and collect as many cans as you can in the junkyard level.



Use a suitable character to traverse the icy tundra of this level. It's very slippery!



In the mall, you can save Lil' Bro, but watch for rats with hammers and canes.



In the ruins of the temple, Lil' Bro has to skate away from the rats with swords.





# BONE-CRUNCHING!



## Super High Impact HIGH-IMPACT

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly, "Yer Toast" if the HT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl! Stop watching from the sidelines... This is football action so real... It's Bone Crunching!



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NINTENDO



# BUBBLE BOBBLE 2

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>TAITO</b>	<b>NES</b>	<b>MODERATE</b>	<b>JULY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>2 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>90%</b>

## AREAS ONE-TEO



The early levels are perfect for honing your skills. Practice now or lose later.

## AREA TWO: BOSS!!!



The first boss is a wimp. Jump up to the top platform, then shoot his key.

## AREAS ELEVEN-TWENTY



These levels get tricky. Try to figure out a strategy when first starting out.

## AREA TWENTY: BOSS!!!



The second boss can be defeated by simply shooting stars toward him.



## ALL YOU NEED TO KNOW ABOUT JUNIOR...

### Blow Bubbles



Blow bubbles to trap the enemies, then pop them to kill the evil foes.

### Float Around



Hold down the fire button to gain the ability to float through the sky.

## BONUS GAME



Play a game of volleyball in the bonus section.

## BUBBLE TROUBLE WITH BUBBLE BOBBLE 2!

You knew it was bound to happen. Taito has made a radical new sequel to the popular NES and arcade game Bubble Bobble. Featuring tons of new levels and secrets, fans of the first game will go ga-ga over this cart. You have been turned into a bubble-blowing dinosaur again, and your girl has been kidnapped! You must save her, but can you? That is the eternal question...

The graphics are superb, showing that there is still a lot of life left in the NES. The multitude of levels feature different and unique backgrounds. Traps and treasures are found everywhere if you look hard enough. Special item bubbles will appear on certain levels, which will certainly help you, if you learn how to use them! This is no kid's game! There is enough action and strategy to make anyone sweat bullets. Unfortunately the two-player simultaneous play has been replaced by alternating the first and second players. Still, all the fun of the original Bubble Bobble is here. Can you get your girlfriend back from the wizard? Whatever you do, don't blow it!

# Master the GAME

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#### Look for soon...

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Many more titles in stock - please call





NEO GEO

## Prepare For Combat...

The fighting thrills of World Heroes continues with this spectacular 146-Meg sequel. In addition to the eight original characters, six new fighters erupt onto the scene. It will be a battle to the end to see who will be the world warrior. Like before, compete in death matches that are

riddled with special hazards, like spikes and blades. If that's not enough, after you defeat all fourteen characters, you must go on to the fearsome bosses. Only the most skilled warrior can possibly win. If you survive, consider yourself a world hero! Below are samples of some of the many moves for each character. To save space, the original characters are not detailed here.

# WORLD HEROES 2

### KEY TO DO MOVES

UP= Up  
DN= Down  
FD= Forward  
BK= Back  
A= Punch  
B= Kick  
C= Throw or Taunt

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ALPHA</b>	<b>NEO-GEO</b>	<b>HARD</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>146 MEG</b>	<b>10</b>	<b>FIGHTING</b>	<b>100%</b>



### CAPTAIN KIDD

Nationality: Seven Seas  
Fighting Style: Pirate  
Personal Data: A rough and tumble seadog who's had enough pillaging and plundering. Wants to hurt people instead.



**SLASH KICK**  
DN & BK then UP & FD while hitting the B button.



**SHIP LAUNCH**  
DN, DN & FD, FD then press the A button.



**SHARK KNUCKLE**  
Charge BK, then FD while pressing the A button.



### ERIK

Nationality: Norwegian  
Fighting Style: Viking fury  
Personal Data: A blood-thirsty Viking who enjoys hacking people with his axe and summoning the weapons of lore.



**HEADBUTT**  
Charge BK, then press FD with A button.



**FREEZE BREATH**  
BK, DN & BK, DN, DN & FD, FD then press A button.



**THOR'S HAMMER**  
Charge DN, then UP with A.



### J. MAXIMUM

Nationality: American  
Fighting Style: Football brawling  
Personal Data: Probably kicked out of football for being too rough, this evil player is strong, and really packs a wallop!



**TOUCHDOWN SLAM**  
Charge DN, then UP and A.



**PUNT**  
Press DN, DN & FD, FD and then press B button.



**SHOT**  
Press DN, DN & FD, FD and then press A button.







## MUDMAN

Nationality: Papua New Guinean  
 Fighting Style: Spirit warrior  
 Personal Data: This mystical shaman dazzles his opponents with unorthodox fighting methods, including spirit summoning.



### SPIRIT CALL

Press into your opponent and hit the B button.



### SPIRIT THROW

Press DN, DN & FD.  
 FD then press the A button.



### MUDCUTTER

Press DN, DN & BK.  
 BK then press the A button.



## RYKO

Nationality: Japanese  
 Fighting Style: Judo  
 Personal Data: This spunky young girl is the epitome of speed. She likes to whirl across the screen to hit her foes.



### HAND OF GOD

Press DN, FD, DN & FD, then press button A



### SPEED KICK

To do this move simply press A and B together.



### ROLL

Tap FD twice to execute this lightning-fast roll.



## SHURA

Nationality: Thai  
 Fighting Style: Muay Thai  
 Personal Data: A disciplined warrior, Shura has mastered rapid-striking maneuvers, combined with devastating force.



### FLYING KNEE KICK

Charge DN, then press UP & B.



### STRIKING PUNCH

Press DN & BK then UP & FD with A.



### AIRBORNE TWIRL PUNCH

Press DN & BK then UP & FD with A & B.



## PLUS THE ORIGINAL CAST...



BROCKEN



FUUMA



HANZOU



KIM DRAGON



These matches are duels to the death. Face other dangers if you survive!

## TERRIBLE BOSSES

Fight the vile Neo-Geegus, and the awesome alien Dio to the death!



J. CARN



JANNE



MUSCLE POWER



RASPUTIN





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**FROM THE NUMBER ONE  
VIDEO GAME MAGAZINE**

\* Final Cities May Be Changed Without Notice.

# **AUGUST...**

## **EGM HERO** ILLUSTRATED **SUPER TOUR**

**'93**

**THE 1ST ANNUAL MALL BLOWOUT!**

**COMING TO A CITY  
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# THE STRANGERS™



59 strangers are transformed by a blast of energy into something more than human. Some become heroes. Some villains. Six of the Join forces with a sorceress from a lost city to find out WHY...

## ULTRAVERSE™

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Illustration by Rick Hoberg

June '93



GAMEBOY

# Speedy Gonzales



Check out this map to the right! Look at all the areas I have to race through! I'm the keeper of the cheese! Arrrrrr!



## FEET DON'T FAIL ME NOW!

Speedy Gonzales is wanted for exceeding all speed limits, cheese swiping, nacho nabbing, and basically being the fastest critter on two feet! And you control him! Guide this little rocket rodent through several levels of fast runnin' fun! Speedy can run, walk and jump! Assisted by a variety of springs, Speedy can also jump incredibly high and run extremely fast - so fast he can run vertically up walls and even upside down! But Speedy is also a funner with a one-hit life span! See if you can be the big cheese with Speedy Gonzales!

### SPEEDY'S QUICK MOVES:



Speedy can run, jump and stop through the levels! He runs and grabs cheese!

3 SPEEDS:



RUN



STAND



JUMP

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GAMEBOY	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	24	ACTION	95%

## LEVEL 1: ICE ZONE

This partial map shows some of the many hazards of this level! Look out for evil eskimos, sharp saws and freezing waters! Also look for the ? signs - they are essential in order to get anywhere in the game!



The mysterious ? sign: some areas cannot be reached unless you tag the ? sign! For example, the ice steps will not appear here unless the sign is tagged by Speedy!



**Boss 1: The Evil Walrus.** The first boss is a giant walrus! It attacks by rushing at you. However, it is rather easy to defeat: jump on its back when it charges!



## LEVEL 2: MEXICO ZONE

Out in the arid desert, flame pits and ceiling spikes will be the hazards to watch! Moving platforms are very helpful along with the wall springs which will increase your speed greatly!



**Floater and Springs:** Pits of fire, spikes and ones with no bottom at all can be crossed with springs and platforms: use the springs to increase speed for a big jump!



**Boss 2:** On top of a moving train, this giant bandito is also rather easy! He lunges forward about half way, then jumps back! Jump on his head to defeat him!



**COMING IN  
OCTOBER...**

**THE #1 NAME IN  
VIDEO GAMES GETS  
A WHOLE NEW LOOK...**

**EGM**

**ELECTRONIC GAMING MONTHLY**



CRIME GEAR

### CINEMAS

The game is introduced with a cinema summarizing the first game's outcome and things to come.



### BLAZE



**POWER** \*\*  
**TECHNIQUE** \*\*  
**SPEED** \*\*  
**JUMP** \*\*  
**STAMINA** \*\*



**FIREBALL**



**FLIP KICK**



**SPECIAL BLIZZARD**

Spin in the air and cause the wind to blow away enemies.

### AXEL



**POWER** \*\*  
**TECHNIQUE** \*\*  
**SPEED** \*\*  
**JUMP** \*\*  
**STAMINA** \*\*



**WIND UP**



**UPPERCUT**



**SPECIAL FIRE PUNCH**

Launch a fireball and kill everything on the screen.

### SAMMY



**POWER** \*\*  
**TECHNIQUE** \*\*  
**SPEED** \*\*\*  
**JUMP** \*\*\*  
**STAMINA** \*



**HEADACHER**



**BREAK**



**SPECIAL CHASER**

Bounce all over the screen like a giant destructive superball.

Hey, guys!  
Adam is in  
trouble!

Yeah! Mr. X is  
back and he's  
kidnapped him!

Hang on,  
Bro. We're  
coming!

# STREETS of RAGE 2

## REVENGE OF MR. X!

Once thought to be defeated, Mr. X returns to wreak havoc on the city. With vengeance on his mind, he kidnaps Adam to lure his

friends to him. Now Axel, Blaze, and Adam's younger brother, Sammy, must fight to save their companion.

Choose from any of these skilled fighters and combat the evil crime syndicate. The adventure takes you from the city streets to the underground to the hideout of the big boss Mr. X himself. Good luck!

MANUFACTURER MACHINE DIFFICULTY AVAILABLE

SEGA GAME GEAR MODERATE JULY

CART SIZE NUMBER OF LEVELS THEME % COMPLETE

4 MEG 6 ACTION 100%



## STREET WEAPONS



### KNIFE

Use this to throw at the gangs or lunge forward and thrust it into them.



### PIPE

This can also be thrown at enemies, but it works best when swung.

## HELPFUL ICONS

Throughout the game, there are several items that can be obtained from crates, trash cans and other boxes. Break them open to reveal some valuable power-ups and items to help you survive in your battles.



### APPLE

Replenishes some health.



### COIN

Gives you a few extra points.



### STAR

Allows one special move.



### BARBEQUE

Replenishes all your health.



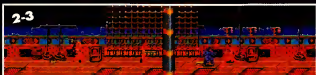
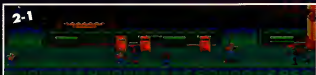
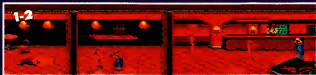
### APPLE

Gives you lots of points.



### 1-UP

Gives you an extra life.



## LEVEL ONE

Take to the dangerous city streets and rid them of Mr. X's henchmen. There are mid-bosses in the first two sections of each level. Just grab them from the side, give them a few knees to the gut, and then finish off with a slam. They'll be done in no time. The main boss of the first level is the bartender from the second section. Your strategy of attack is like the mid-bosses, except now you must use patience and caution.



## LEVEL TWO

Start at the docks on your way to the ship. The knifer mid-boss from the first level is here and seems to have a grudge. Use the same tactics to defeat him. The second mid-boss is a quick and agile ninja. When he jumps high in the air, keep moving around to avoid his attack from above. When he misses, grab him, knee him, slam him. All done! He'll be back for seconds on deck of the ship. Do the same devastating move here.





CRIME CITY

# Surf Ninjas

## YOUR FIGHTER, HIS MOVES & POWER-UPS:



**STARTING:**  
HEALTH: 16/16  
STRENGTH: 15/16  
REFLEX: 3/16  
FIGHT: 3/16

**ASSISTANCE:**  
Zatch will appear and do damage to all on screen, where Adam Hint will give clues!



Use Zatch



Adam Hint



**HEART:** Refills life meter.

**PENDANT:** More Reflex.



**MOVES:**  
These are the moves you can perform in the game!



Flying Punch



Fire-ball



Flying Kick



Foot Sweep



Front Punch



Barrel Roll



Big Jump



Front Kick

### OPTION SCREEN:

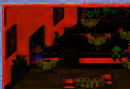
Press START anytime during play to access the option screen! You can check how many fireballs you have left, your health and other items!



### LEVEL 1:

#### PALACE RESTAURANT

This is a short, simple stage, with few enemies! Captain Ming is the Boss here: use fireballs to defeat him or go in for a knock-out! There are Adam Hint and Fireball icons in this level.



### LEVEL 2:

#### DOCKS AT VENICE, CA.

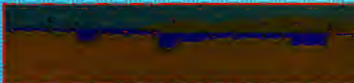
This huge level contains many dangers in addition to several concealed areas! There are two exits: one in the lower left corner (go into a phone booth and press UP) and one in the upper right-hand corner (where a boss awaits you). Watch for rats and enemy ninjas - they will try to throw you off the docks to your death!



### LEVEL 3:

#### ISLAND OF PATU SAN

Here you must jump, dodge birds and fight enemies! Watch for the spike pits as well - enemies will try and throw you into them, but you can do the same to them! The boss here is like the first one!



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CART SIZE

NUMBER OF LEVELS

THEME

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4 MEG

6

ACTION

100%

## FIGHT'S UP!

When just a child, the evil Colonel Chi killed your father! As the heir to a 4,000-year-old throne, your whole family must be wiped out by the evil colonel - you and your brother! That is the plot for the latest fighting game for the Game Gear - Surf Ninjas!

You must fight through six levels of deadly enemies whose only desire is to follow their master's orders! But there are other things to watch for as well - spike pits and dangerous wild life will also try to do you harm! However, you are not alone - Zatch can help you defeat enemies with his awesome attack that destroys all

enemies on screen, and Adam can provide valuable hints when you get stuck, for some of these levels require brains as well as expert fighting skills! These two can be accessed by pressing start! The levels are also something new to the side-scrolling fighting scene: they are huge, with several hidden areas that take thorough exploring to uncover! There are also a variety of power-ups that increase your health and other physical powers as well as special weapons! See if you have what it takes to be called a Surf Ninja!

## BLAST THAT EVIL HORDE: COLONEL CHI &amp; HIS GOONS



**COLONEL CHI:**  
Killed your father years ago! He is now after you!



**GREEN NINJA:**  
The easiest enemy ninja to defeat!



**RED NINJA:**  
Uses throwing knives for attack!



**RED NINJA:**  
Uses throwing knives for his attack!



**FALCON:**  
Flies right at you; knocks you off cliffs!



**BLACK NINJA:**  
Uses grabs and throws frequently!



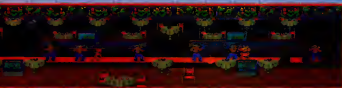
**STRIFE NINJA:**  
Uses fireballs; one of the toughest!



**TIGER:**  
Lunges and claws you to death!



**RATS:**  
Scurry on the ground and bite you!



**BOSS 1:**  
Inside the restaurant is Captain Ming! Three fireballs should finish him

off! However, he has his own share of lethal moves, including his own fireball!



There are three telephone booths - each takes you to a different area: one takes you out of the level, another to the start of Level 2, and another to the boss. The boss is very fast and quite deadly! He uses fireballs, high-powered kicks, and punches!



**BOSS 3:** This boss is faster than the others! Save your fireballs and use them on him!





# EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

## NEWS

### X-Men Success Blistering

Sparked by phenomenal ratings in the male youth market, the X-Men animated series has become one of the hottest properties programs on Saturday morning television.

In fact, the series has gone so well that the Fox network is going to expand its animation programming for next season.

This fall, viewers can look

forward to two spinoffs from existing series including *Droopy*, *Master Detective* (which evolved

# X-MEN

from the Tom and Jerry Kids) and *Eek!* And the *Terrible Thunder Lizards* (based on *Eek! The Cat*).

## SF 2 Figures on Way

Hasbro Toy, best known for their GI Joe line and Capcom, best known for *Street Fighter 2*, have announced an alliance that will bring their two hot products together.

Available in late June, Hasbro will roll out 12 action figures, vehicles, and a headquarters/training center based on the *Street Fighter 2* video game characters.

According to rumors, the *Street Fighter* gang was pleased with their toy likenesses - except for Blanka, who bit his doll's head off and split it at E. Honda.



PROPHETS OF DARK SIDE  
STAR WARS

## Jabba the Hutt's Dad Seeks Revenge

A new generation can learn about the Force

It's hard to believe that *Star Wars*, the most famous science fiction film of all time, debuted more than 16 years ago. The unprecedented special effects and the classic confrontation between good and evil captured the imagination of a generation of fans.

The immense popularity of the film has spawned a lucrative merchandise market that is still thriving today. *Star Wars* memorabilia ranges from authentic Darth Vader masks, to Yoda holographic watches, to *Star Wars* board games.

And now, for those who weren't around 16 years ago, a line of books is out

for young readers. Each book tells a different tale in the continuing adventures of Luke, Han, Leia, Chewie and, of course, the Dark Side.

The first book in the series, (currently at six and counting) is entitled *The Glove of Darth Vader*. To help young readers identify with the story line, the book includes illustrations of the main characters in the *Star Wars* saga.

Book one tells the tale of an indestructible symbol of evil: the glove of Darth Vader's right hand that was cut off by Luke Skywalker in the famous battle in the third film of the trilogy, *Return of the Jedi*.

To further assist those not schooled in the ways of the Jedi Knight, each book in the series also has a glossary that gives clear and straight

forward descriptions of *Star Wars* lexicon.

The book series was written by Paul and Hollace Davids, whose 16-year-old daughter Jordan was born the year *Star Wars* premiered and 13-year-old Scott who was born the year *The Empire Strikes Back* opened. Both Hollace and Paul are involved in the entertainment industry and have unique insights into the science fiction film genre.

Paul's background is in movie and TV production including a stint as production coordinator for about 100 episodes of *The Transformers*, some of which he wrote.

Hollace is vice president of publicity for TriStar Pictures and has written articles for the Lucasfilm Fan Club.



## AMUSEMENT

# Just When You Thought the Water Was Safe

Guests of Universal Studios Florida will scream with delight this summer when they embark on a cruise of Amity Harbor - the harbor made famous in the 1975 movie *Jaws*.

Provoked by the infamous Great White Shark, passengers will experience the same wave of fear movie goers had when they saw *Jaws*.

When the excursion begins, it soon becomes clear that the waters are not safe as riders encounter one of the most deadly and well known creatures in cinematic history - a

Great White Shark.

What made the movie so successful is the ability to strike a chord of reality. *Jaws* created a new dimension of terror driven by real substance, unlike the fantasy fear typically used in Hollywood films. Viewers could easily equate their own seaside vacation to the realistic tragedy that plagued the village of Amity during that horrifying summer of 1975.

This experience of real terror drawn from reality is relived in the *Jaws* ride at Universal Studios Florida.



## SPORTS

# Rollerblades Can Make Your Summer Cool



For those of you who think skating is only for guys named MacKenzie who have a penchant for saying "Take off, aye", think again.

Known as in-line skating, where ice skate boots are fitted with wheels instead of blades, has become one of the fastest growing sports in North America.

Rollerblade, Inc., the world leader in the in-line skate market, pioneered the in-line skating boom by changing the perception of Rollerblade skates. Once

seen as strictly a training device for male athletes, Rollerblade skates now are a widely accepted "lifestyle" product that can be used by just about anyone.

In 1980, two hockey-playing Minnesota brothers began assembling the first Rollerblade skates in the basement of their parents' home. Hockey players, who loved the product, were soon turning heads as they glided down Minnesota roads in the summer.

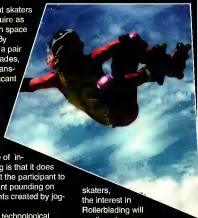
Today, Rollerblade skates are gaining popularity across demographic lines. Fitness experts recognize the low-impact, high-aerobic benefits of the sport while the rest of us have learned just how fun they really are.

One main advantage in-line skating has over bicy-

cling is that skaters do not require as much open space as bikes. By putting on a pair of Rollerblades, a skater transforms a vacant parking lot into his or her own personal skating rink.

Another advantage of in-line skating is that it does not subject the participant to the constant pounding on the leg joints created by jogging.

With the technological advances in in-line skating, including lighter weight, more durable wheels, and more rigid boots for young



skaters, the interest in Rollerblading will continue to grow.

But most of all, in-line skating will continue to thrive as a sport because it's fun.





# Jurassic Park: Spielberg's Close Encounters of the Prehistoric Kind

One hundred years ago, no one could have predicted that the stars of the biggest motion picture of 1993 would be dinosaurs.

With Steven Spielberg's blockbuster *Jurassic Park* now playing at theaters everywhere, however, the notion has become a reality.

For more than 18 months before filming began, an award-winning design team had been conceiving and creating the dinosaurs who would inhabit the unique park. From the huge *Tyrannosaurus Rex* to the vicious *Velociraptor*, *Jurassic Park* has set a new standard in movie realism.

The team, individually and collectively, have worked on box office successes from *Star Wars* to *Terminator 2: Judgement Day*.

But it was Steven Spielberg, who insisted repeatedly that the dinosaurs be animals - not monsters.

A self-proclaimed dinosaur fan since childhood, Spielberg recalls, "The first big words I ever learned were different dinosaur species, and when my son Max was two years old, he could not only identify but pronounce *Iguanodon*.



John Hammond (Richard Attenborough), Donald Gennaro (Martin Ferrer), Dr. Alan Grant (Sam Neill), Dr. Ian Malcolm (Jeff Goldblum), and Dr. Ellie Sattler (Laura Dern), on a tour of *Jurassic Park*.

The realism of the dinosaurs in *Jurassic Park* was achieved by using a combination of techniques including full-sized models like the *T-Rex* pictured at left and computer generated images for wide angle shots.

"I think one of the things that interests kids is that they're so mysterious...there's a quote from a Harvard psychologist who was asked why kids love dinosaurs so much. He said, 'That's easy. They're big, they're fierce...and they're dead.'"

"But now they're back," chuckles Spielberg.

As Michael Crichton began adapting his complex book into a feature length screenplay, production designer Rick Carter started to work with a group of illustrators and storyboard artists who could help translate Crichton's word into cinematic images. Carter's

goal was to find a convincing blend of science, fantasy and reality that he likened to *Close Encounters of a Prehistoric Kind*.

Historically, the action of large creatures has been best achieved with old fashioned stop-motion photography, but Spielberg had hopes of pushing the effects envelope and developing technologies that had not been used before.

Full-sized models of the dinosaurs would still be used for close-up shots with the actors, but computer images would replace many of the smaller scale models used for wide angle shots.

As the industry leaders in computer graphics for film, ILM had only recently devised ground-breaking computer generated imagery and astonishing morphing techniques in the making of *T2*. To convince Spielberg that he should go with computers instead of models, members of the ILM team experimented with an idea for *Jurassic Park* - they built the bones and skeleton of a dinosaur in a computer,

and from that, they created a walk cycle for the *T-Rex*.

Impressed with the test results, Spielberg's Amblin Entertainment soon gave the green light to take on several additional shots including a



*Jurassic Park*'s director Steven Spielberg is a self-proclaimed dinosaur buff.

stampede and several wide-angle scenes that illustrate a herd of dinosaurs against a sweeping vista.

With that breakthrough, dinosaurs from the past managed to forever change the future of film making.



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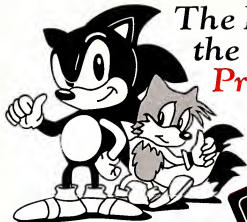
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Lemmings	23/28	E-Lockey	22/28	Ronnie 2 Kings 2	24/24	Football 2000	15/29	Street Fighter	15/29	Yo! Yo!	19/22	Joust	13/23
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Lemmings	23/28	E-Lockey	22/28										



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Jungle Strike	Clifhanger	
Rocket Knight	Strider II	
Adventure		
<b>Sega CD</b>	<b>Mega CD</b>	
Clifhanger	Night Striker	
Alien	3 X 3 Eyes	
Wrestlemania	Illusion City	

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Terminator 2/Arcade	\$ 52.00
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Batman Returns	\$ 52.00
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Fatal Fury 2	\$199.00
Art of Fighting	\$189.00
Sengoku 2	\$ Call

### GENESIS

Street Fighter Champ Edit.	\$ Call
Strider 2	\$ 52.00
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Shining Force	\$ 52.00
Batman Returns (CD)	\$ 45.00
Final Fight (CD)	\$ 45.00
Time Gal (CD)	\$ 45.00
Joe Montana NFL (CD)	\$ 45.00
Dolphin (CD)	\$ 45.00

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SD Art of Fighting	
Super Chinese Warriors	
Pop'n Twin Bee	Call for Price
Super Bomberman	
Fear Sam Fortress	

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Fleeta Hunter	\$ 59.00
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3 x 3 Eyes	
Devastator	Call for Price
Final Fight	
Jaguar XJ 220	

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- Spiderman (CD)
- Out of this World (CD)
- Dungeon Master
- Dark Wizard (CD)

### SUPERSTICK 1-Player

Available for S-NEs,  
Sega Genesis (June 1993)



### ONE PLAYER (S-NEs, GENESIS)

Regular Version	\$ 84.95
Turbo Fire Version	\$ 99.95

### SUPERSTICK 2-Player

Available for S-NEs,  
Sega Genesis (June 1993)



### TWO PLAYER (S-NEs, GENESIS)

Regular Version	\$ 164.95
Turbo Fire Version	\$ 184.95

## SUPERSTICK

JOYSTICKS

- Extremely sturdy (Arcade Grade High Density particle board)
- Durable True Arcade Joystick and buttons
- Compatible with all Super NES Games
- Somo and Turbo Fire available
- Available In 1-Player or 2-Player version
- Dimensions: 1-Player 11"x15.5"x5" (5lbs)  
2-Player 11.5"x30"x5" (17lbs)
- Made in the USA
- Superstick available soon for Genesis Sega
- We accept CUSTOM WORK (Arcade Type controllers for Neo-Geo, Genesis...)

OCEAN

# JURASSIC PARK

SUPER NES

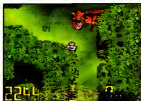
ACTION

CARTRIDGE

Jurassic Park mania is taking over. This hot cart based on the upcoming summer movie will let players get in on the action of their favorite heroes from the film. This cart will boast 16 Megs of incredible graphics, with digitized scenes from the movie and tons of action. You play as Grant, the heroic paleontologist who must rescue Lex and Timmy from the jaws of death. Many of the popular scenes from the movie will be present, such as the Visitor's Center and the Raptor pen. The action is set in an overhead perspective and the main aspect of the game play is shooting and avoiding the escaping dinosaurs. You must also try to restore the island security systems and rearm the electric gates. This cart promises to be as hot as the movie it's based on so remember you saw it in EGM first!



Get rid of pesky dinos looking for a snack in the Visitor's Center.



Watch out for the dangerous Tyrannosaurus hiding in the jungle.



Lucky for you there's a continue option if the action gets too tough.



Check out the gates and the security system on the island.

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# U.S. NATIONAL VIDEO GAME TEAMS INTERNATIONAL SCOREBOARD

**VIDEO GAME HIGH SCORES Effective May, 1993**

**Game of the Month High Scores!!**  
**This Month's Game...**  
**Adventure Island 3**

- 1. David Moore 873,150**
2. Reginald Brown 781,350
3. Jason Webber 569,150
4. Andy Goodfellow 432,250
5. Aaron Jacobsen 341,550



**Send Scores For... Lords of Thunder**  
**All entries by Aug. 15.**  
**WIN BIG WITH EGM!!**

Now, you can show off your game-playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts. Each month, the top scorers on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

**ARCADE SNES NINTENDO**

Game	Score	Player
Adam's Family	1,034,200	Stephen Krognan
Adventure Island 2	273,050	Edward Charbonneau
Batman	6,802,500	Jeff Ausnesser
Battletoads	303,500	Jason Klingor
CastleVania	993,500	Jeff Adkins
Double Dragon 2	8,888,990	Edward Charbonneau
Dr. Mario	1,026,000	Richard Seuther
Godzilla	11,111,510	David Wright
8 Eyes	10,172,450	Kelly McKenzie
Iron Sword	1,314,410	Jeff Adkins
Marble Madness	147,310	Jason Turka
Paperboy	191,300	Glen Stockwell
Rampage	42,869,843	Stephen Krognan
Road Blasters	999,500	Ralph Barbagallo
Robocop	113,681	Jason Turka
Scooby	12,012,210	Glen Stockwell
Super Mario Bros. 3	8,988,900	Bungle Stager
Tetris	995,265	Richard Seuther
T.M.N.T. 3	934,600	Wick Loo

**TURBO GENESIS SEGA**

Game	Score	Player
After Burner	13,672,900	Christopher Sims
Altered Beast	224,000	Alex Strans
Buck Bait	846,300	Rob Siegmann
Double Dragon	827,000	Todd Peller
Motorwaker	21,000	Vince Tennant
The Ninja	1,204,650	Vince Tennant
Pro Wrestling	886,400	Vince Tennant
Rampage	946,135	Christopher Sims
Realin	21,136,300	Christopher Sims
R-Type	1,128,500	Brian Gresham
Shinobi	1,163,750	Todd Bartlett
Space Harrier 3-D	35,297,900	Don Lee

**ARCADE SNES NINTENDO**

Game	Score	Player
Act Raiser	86,990	Michael Koff
Contra 3	9,598,099	David Wright
Final Fight	3,713,243	Mike Wallace
StarFor	82,200	Erwin Dewkins Sr.
Super Adventure Island	494,100	Christopher Buccal
Super Mario World	8,909,090	Kenneth Li
Super R-Type	8,988,900	David Rowley
Super Smash T.V.	57,687,123	Christopher Sims

**TURBO GENESIS SEGA**

Game	Score	Player
Altered Beast	4,202,500	Lee Vinticher
Batman	1,242,000	Christopher Sims
Buster Douglas	23,554,040	Richard Seuther
Castle of Illusion	29,318,800	John Stukay
Contra	10,560,300	Jeff Yonan
Gunshi & Oshichi	6,195,100	Richard Seuther
Curse	1,791,041	Jim Hasko
Muho	155,907,820	Todd Meadows
Rolling Thunder 3	2,642,810	Carlye Lane
Sonic the Hedgehog	8,989,590	Brian Harmsen
Streets of Rage	966,880	Jamison Scott
Turtles	8,833	Todd Melchinger

**ARCADE SNES NINTENDO**

Game	Score	Player
1943	2,947,200	Brian Chapal
After Burner	66,988,660	November Kelly
APB	1,502,324	Greg Gibson
Diver(PN)	88,220,000	Steve Hyno
Double Dragon	146,800	Andy Barron
Hard Drive	803,800	Jerry Landels
Mortal Kombat	56,073,000	Steve Krognan
Out Run	48,093,270	Don Lee
Street Fighter II	Finished	Stephen Krognan
Super Contra	10,640,310	Marlin Aisel

**TURBO GENESIS SEGA**

Game	Score	Player
Ap Zank	18,416,025	Jimmy Wolf
Bloody Wolf	35,754,030	Ricky Graham
Cyber Core	8,999,900	Joah Winter
Dragon Spirit	638,870	Randy Lewis
Fighting Streets	1,260,800	Denise Crowley
Galaxy 90	1,204,140	Jeff Yonan
Klax	3,403,750	Jaworth Paleocopa
Monster Lair	861,890	Paul Cirkor
Ninja Spirit	90,266,900	Wes Cuman
Paradise Stars	83,653,900	Justin Hawthorth
R-Type	500,900	Chris Nygaard
Splitterhouse	90,989,900	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rulee - All scores on Lords of Thunder must be received by August 15, 1993. If maximum score are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms accompanied by a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the Judges will be final.

# DEATHMATE

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LOVE  
WILL  
END  
ALL  
TIME!**

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- Jim Lee
- Rob Liefeld
- Joe Quesada
- Marc Silvestri
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- Barry Windsor-Smith
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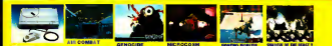
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Screen shots shown are from the Super NES version of the game.

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